

PRIMA'S OFFICIAL STRATEGY GUIDE

RollerCoaster TYCOON

Covers **CORKSCREW FOLLIES**
and **LOOPY LANDSCAPES**
Expansion Packs!



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RollerCoaster Tycoon™

Prima's Official Strategy Guide

Matt Brady
David Knight

Prima Games
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3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com



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Project Editor: Jill Hinckley
Editorial Assistant: Etelvina Hernandez
Product Manager: Sara E. Wilson

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-Mati Brady

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-David Knight



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1

Introduction

Have you ever stood in a line at an amusement park, looked around and thought, "You know, I could design one of these places." Or have you ground your teeth in frustration as the line for the best Roller Coaster in the park crawls along at a snail's pace? Then you'll love the *RollerCoaster Tycoon* game.

This game gives you not only the chance to design and manage an amusement park, but also to design and build rides. Test your mettle against steel, wood, and the laws of physics to see if you can create Roller Coasters and Thrill Rides that astound the crowds over and over.



Think you can handle one of these? You'll find out.



The ride of your dreams, or the bane of your existence?

The ultimate goal of the *RollerCoaster Tycoon* game is simple—give the people in your park a good time while making money. As you work toward that goal, however, you must tackle all kinds of details you never before considered. As a Roller Coaster tycoon, you must address issues such as ride placement, ride maintenance, park cleanliness, and guest happiness.

You'll get to decide if you want your guests to see your park as a wonderful playground they'll tell their friends about, or if you want them to leave penniless and feeling a little cheated. You can use both strategies with the *RollerCoaster Tycoon* game, although one may be more advantageous than the other....



In addition, what about the other half of the amusement park equation—the rides? Do you want to build super-duper Roller Coasters that make your guests turn white with fear and lose the hamburgers they just bought for \$2.50? Or do you want to stick with out-of-the-box, premade rides with tolerable Intensity and Excitement Ratings?

You must answer all these questions as you step up to the challenge of running your own amusement park!

Nervous yet? You should be. Your guests are already waiting in line.





2

Getting Started

The first thing you'll want to do is check out a park scenario and pick some rides to place there. Then you'll need to lay the pathways or set up other forms of transportation for your guests, build some shops, hire a staff, and spruce the place up a bit. Finally, check out your guests and make sure they're happy. After all, keeping your guests happy keeps you in business.

Don't worry about building Coasters until you get a handle on park management. Only then will you be ready to build—and build you will! Vertical drops, double, triple, quadruple loops and more all await your expert hand. After you've got a few Coasters under your belt, take a closer look at your park...you can always find things to tweak and details to sort out.

But for now, let's get started by taking a look at that park!

In the Door

You should learn to look at your amusement park like a living organism. Every system inside your walls affects every other system. For example, the sooner you learn how to adjust park admission so it helps your Drink Stalls sell more drinks, the better off you'll be.



Through these gates pass your guests.
Now, what will you do with them?



The *RollerCoaster Tycoon* game gives you reams of data regarding your park and how well (or poorly) it operates. Take advantage of all that information to increase your Park Rating, a number that reflects the overall perception your guests have of your park. Do things that make your guests happy, and you'll receive a reward in the form of an increased Park Rating.

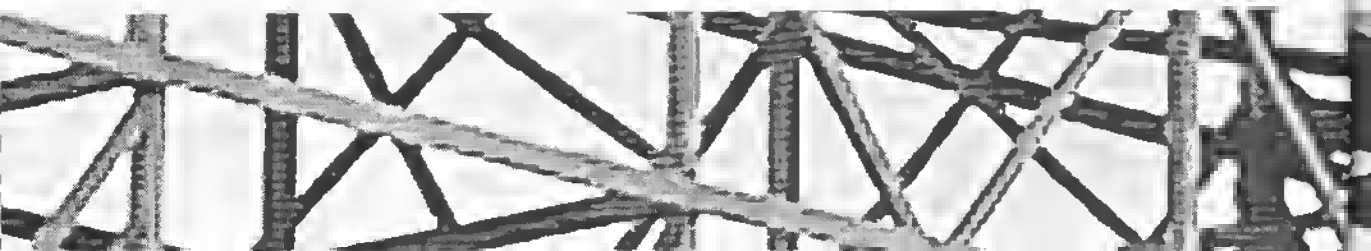


In the beginning, you'll find actual achievement of that good rating a little more complicated and elusive than it sounds. But over time you'll learn how to tweak virtually every aspect of your park in order to boost your Park Rating.

The Rides

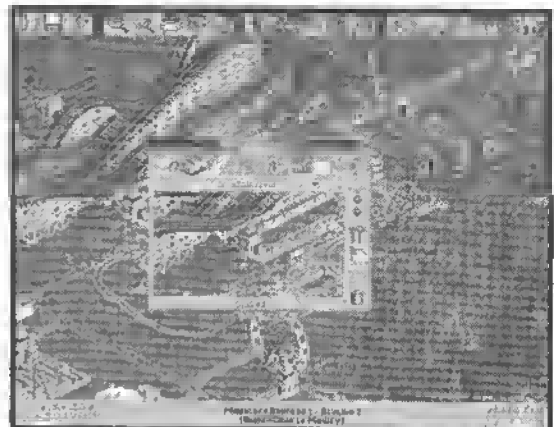
The backbone of your park. The *RollerCoaster Tycoon* game, *Corkscrew Follies* and *Loopy Landscapes* offer more than 40 rides in five categories, ranging from Gentle Rides that could lull you to sleep, to Thrill Rides that will scare you three shades of white (and six shades of green).

Remember this simple, golden rule about rides: Build rides your guests will enjoy. That's it. You must master other details down the road, of course. You'll need to learn about money and the holy trio of ride Ratings: Excitement, Intensity, and Nausea, which each have their own importance. But as a general rule, work to please your guests first, build the dream park second.



Working the Ride

After you build your rides, they'll need constant adjustment. These complicated machines require maintenance, and a lot of tweaking based on your guests' behaviors toward them. If the ride pulls in too long a line, you should probably alter the queue length, Minimum Wait, or Maximum Wait time. Do your guests avoid the ride like the plague? Maybe you should consider altering the colors or changing the cars the guests use. The *RollerCoaster Tycoon* game allows you to make changes to a host of other attributes as well.



The Ride Window—the guts of any ride.

Getting Around Your Park

Don't forget this simple fact: Rides take up physical space, so your park will stretch out on the available land. Getting your guests around on that land, whether it's from ride to ride or shop to shop, is of paramount concern, especially since guests are ready and willing to spend money in your park. If they can't get around, that money will just burn holes in their pockets.

When you build footpaths, keep them as short and simple as possible. Remember that your guests represent tiny human beings—don't put them on a forced march without their consent. Simple, straightforward paths prevent guests from becoming lost in your park. Just remember that lost guests become unhappy guests, and unhappy guests can't help you on your quest for a higher Park Rating.



Footpath to nowhere. Not what you want to construct in your park.



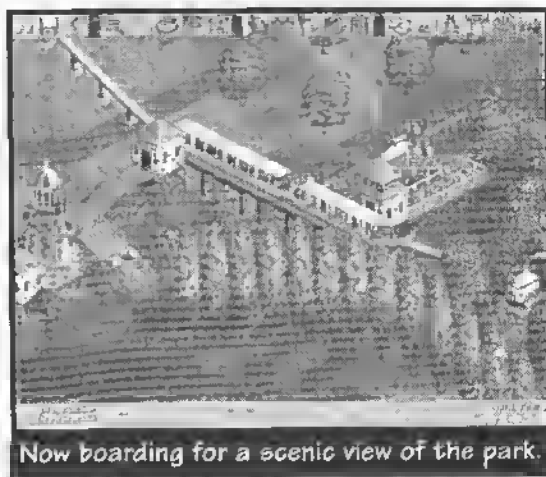
Another transportation option, Transport Rides basically serve the same purpose as footpaths, but also force your guests to be a captive audience for the duration of the ride. Take a minute or two to show them some of your park's highlights while you have the chance. Odds are, they'll get excited about seeing the rides and head for them once they get off the transport.

Shops, Stalls and Bathrooms

Since you must feed your guests and take care of their other needs while they remain inside your park, shops and stalls become essentials as soon as you open your gates. Along with food and drink, you'll want Souvenir Stands, which can give your guests something to remember their visit by. You'll be able to do this only after your park becomes established and you stabilize the first few months' worth of crises.



The simple joys of a food court can delight your guests.

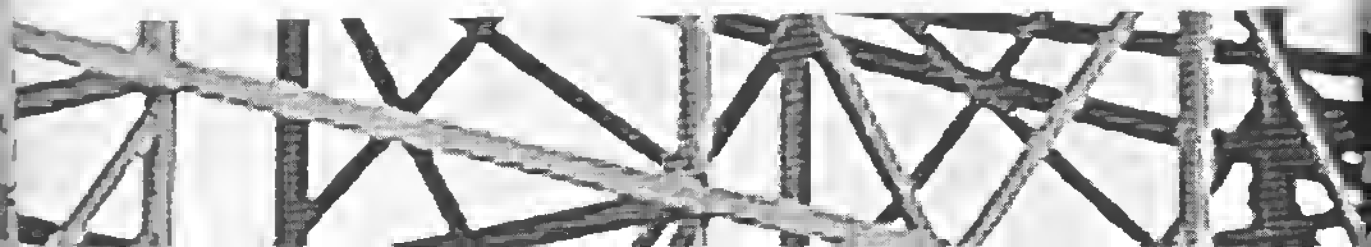


Now boarding for a scenic view of the park.

Among the shops and stalls, treat the Information Kiosk with the respect it deserves. Not only does it dole out maps so fewer guests get lost, it also sells umbrellas, perhaps your park's most precious commodity when it rains.

Keeping up Appearances

After you lay the footpaths and place the rides, stalls, and Bathrooms, take time to make sure your park is as beautiful as possible. To accomplish this, skillfully blend greenery, statues, flower gardens, water, fountains, benches, and other scenery items to give your park a refined, yet fun, appearance. Your guests



won't cringe at, say, your taste in mixing trees on a hillside, but they will notice if you don't put *any* trees there.

Your Staff

While you do a great job yourself, you can't actually crawl into your game to fix problems as they crop up. Those are jobs for your employees. The *RollerCoaster Tycoon* game offers you four types of employees: Handymen who clean your park and mow your grass, Mechanics who fix your rides, Security Guards who prevent vandalism, and Entertainers who keep your guests jolly. Each type of worker has specific duties, and you can assign them particular tasks or leave them to their own devices. One approach works well with some employees, one with others. Just keep in mind that your guests always want to see a clean park with working rides, so you need your employees if you want to keep your guests happy.

Your Guests

You're doing all this for your guests, so take every opportunity you can to make them happy. The *RollerCoaster Tycoon* game offers many options for checking out your guests' state of mind, either individually or grouped.

As you play, and manage more and more parks, you'll learn more about these little people walking around. You will see plenty of variety in the different types of guests, so prepare for just about anything.



Whither Weather?

The *RollerCoaster Tycoon* game works hard—and succeeds—at emulating a real-world environment. As such, weather will occasionally cause problems for your guests. What do you do with wet guests? Offer plenty of indoor activities to keep them occupied, of course. Wet guests become very uncomfortable and start to glance longingly toward the park exit if they can't find anything to do except stand around in the rain.



Also, as you'll see, rainstorms offer a chance to boost your income. Luckily, the "years" at your park only run from March to October, so you won't have to deal with snow.

Money and How to Spend It

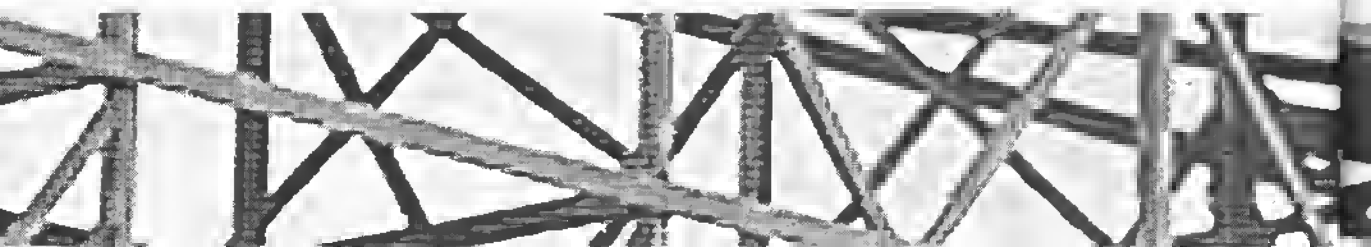
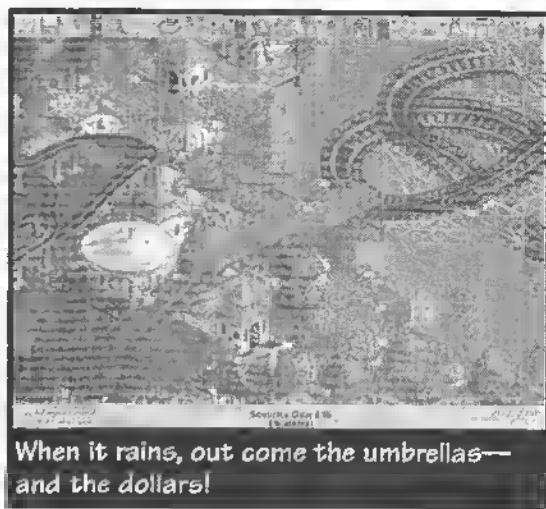
You've heard it countless times—you've got to spend money to make money. With the *RollerCoaster Tycoon* game, you'll see that maxim in action. While it may feel good to lean back and watch those dollars, pounds, or yen pour into your account, you can put that money to a much better purpose.

The *RollerCoaster Tycoon* game offers several "traditional" ways to spend money, such as building more rides and shops, but you can also advertise your park to the unknowing millions in the surrounding country. Does it pay off? Sometimes. But the key to success lies in the approach of your advertising program. Knowing when and what to promote will make the difference between watching your money return in the form of new business, or just watching that cash float out the door.

Let it Hum

Once you get your park operating and guests flock to it en masse, you must tackle perhaps the most difficult part of the *RollerCoaster Tycoon* game—letting it run. Sit back and watch your handiwork pay off. Set aside some time after your initial phase of construction to see how things work. Poll your guests. Check to see which rides they like and which they don't. Get that warm feeling that can only come from knowing that you made a guest a little happier.

Don't expect to rush through the *RollerCoaster Tycoon* game. The original game comes with 22 scenarios, *CorkScrew Follies* adds another 30, and *Loopy Landscapes* adds 30 more to that total, plus four extra scenarios. Expect to devote three hours per scenario to complete. You'll need a little more time in the beginning and a little less time as you start to get the knack of the game.



Ride Construction

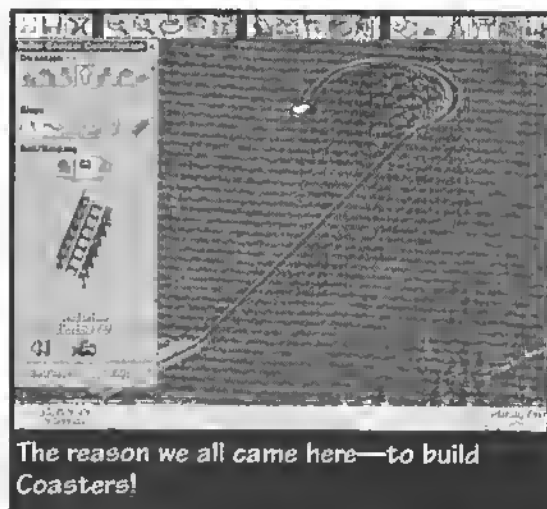
You'll find adding pre-built rides to your park is exciting and fun, but the biggest thrill comes from constructing your own rides and watching the guests line up to ride them over and over. You can customize more than 30 *RollerCoaster Tycoon* rides, so the ride-builder in you will bubble to the surface with glee.

Before jumping in and designing your own Roller Coasters, get a feel for design by customizing some of the easier rides and attractions. These include the Car Ride, Go-Karts, Water Slides, Log Slides, Whoa Belly, and even the Hedge Maze. While some of these rides resemble traditional Roller Coasters and some most definitely do not, they all share similar techniques and methods for construction that you'll use time and again on your own Coasters. Also, you'll spend a lot less money building a Hedge Maze than you'll pay for a Heartline Twister Roller Coaster.

Coasters

Once you've gotten your sea legs with the other rides, you can answer the call of the Coasters. You may consider riding Roller Coasters one of the most physical, non-thinking things you can possibly do, but building them is just the opposite.

In order to build Roller Coasters, you must understand what contributes to a Coaster's Excitement, Intensity and Nausea Ratings. But beyond that, you must know about vertical and lateral g-forces, tunneling, and what will cause some Roller Coasters to explode in spectacular crashes. Your amusement park education culminates with the building of Roller Coasters. Take your time getting here. Coaster building will put all your skills and knowledge to the test.



The Maturing Park

Just like people, amusement parks get old and creaky. But there the similarity ends, because you can do things to slow or stop the aging process and keep your park looking like a newborn, even when it reaches a stately 36 years old. In order for your park to continue thrilling guests year after year, keep up the variety and novelty. It will contribute positively to your Park Rating.

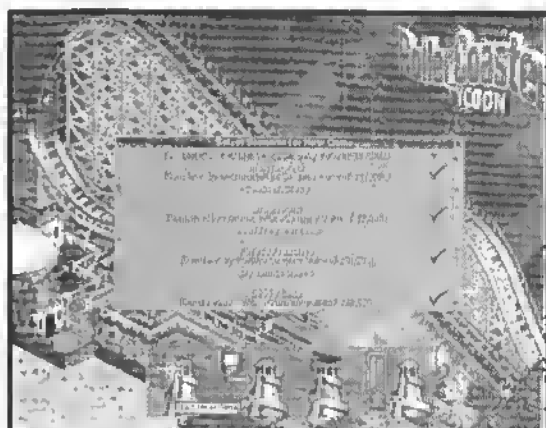
In addition, aging isn't necessarily a bad thing for a park. With age comes money and power in the amusement park business, and as your park ages, it can expand and stretch, taking in new areas.

The Scenarios

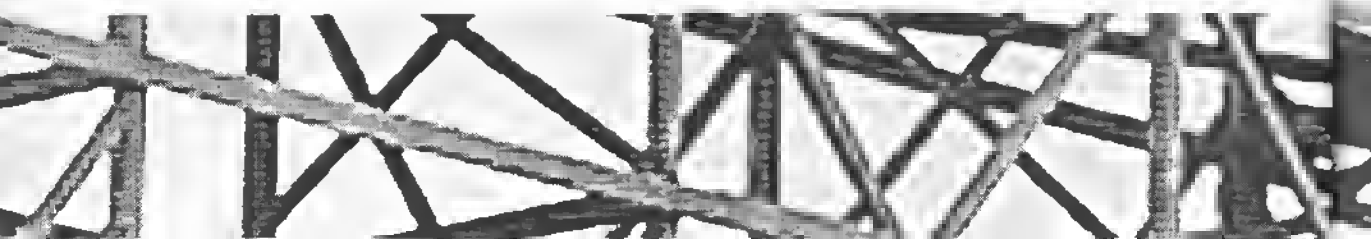
As mentioned previously, the *RollerCoaster Tycoon* game, *CorkScrew Follies*, and *Loopy Landscapes* come with 86 scenarios, enough to keep even the most hard-core gamers busy for weeks upon weeks. The game arranges the scenarios in such a way that you must solve one before gaining access to the next.

But let's face it, wandering blindly through amusement park management can be somewhat frustrating. This guide will talk you through it, guiding you when you reach the tougher spots of the scenarios and pushing you out of the nest when it becomes time for you to fly by yourself.

Be advised, though: You'll find the *RollerCoaster Tycoon* game different from your typical computer game. Heck, with comparatively minor emphasis on heavy-duty statistics and formulas, this game feels different from even your typical simulation game. When you play the *RollerCoaster Tycoon* game, expect something unusual. You'll find that you can solve the scenarios in many ways. There really are no wrong answers. This guide will give you the tools and a few pointers, but from there on out, you'll be on your own.



The opening challenge of the *RollerCoaster Tycoon* game. Solve a scenario, and you move ahead.



Game Settings

Let's take a quick look at the game screen itself. If you selected a bare-bones park, you see a fairly generic screen. If you chose a scenario with an established park, you see a bustling hub of activity.

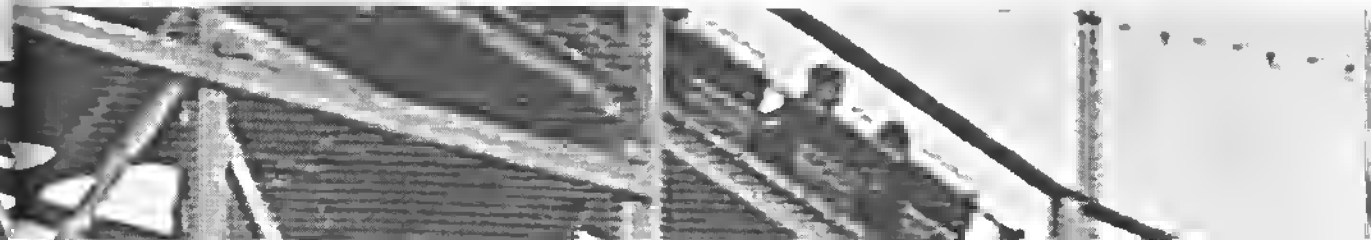
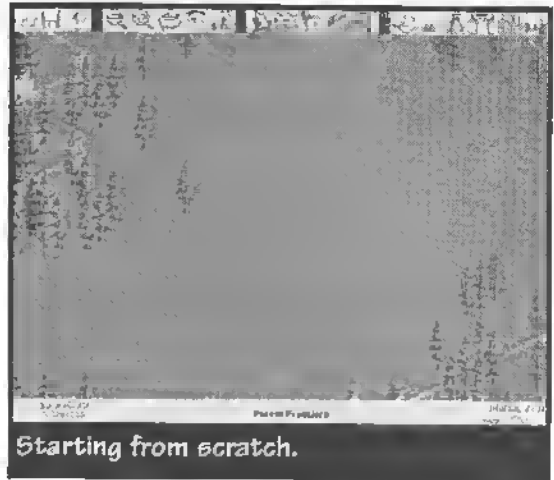
At the top left corner of the screen you'll see the Pause button. Use this when you have to fix rides or read your guests' minds without them changing their thoughts as you read them.

Next door, the Disk button gives you standard options, allowing you to Save, Load, or Play a new game. A key in the *RollerCoaster Tycoon* game: Save often. You never know when your Park Rating will start falling, when guests will start to leave your park en masse, or a when a Coaster will crash, sending it, and your park's popularity, plummeting.

The Screenshot option saves the current screen image as a .pcx file in your *RollerCoaster Tycoon* directory. This offers you a great way to exchange park and ride designs. It will also let you show your friends that you named guests after them in your park.

The Options choice gives you standard options as well. You can set sound quality and display mode, scroll the screen view with mouse movement at the screen edge, and customize your keyboard for the game. This choice also allows you to change your game for a variety of countries, altering currency, temperature, and unit measurements to fit. Finally, *CorkScrew Follies* adds one final option—showing real names for your park's visitors.

Moving along the top row of buttons, the Ear button toggles sound on and off (and you may want to use it frequently because the *RollerCoaster Tycoon* game can get a bit noisy with lots of rides and a large crowd). Most players will recognize the other buttons for zooming in and out and rotating the view.

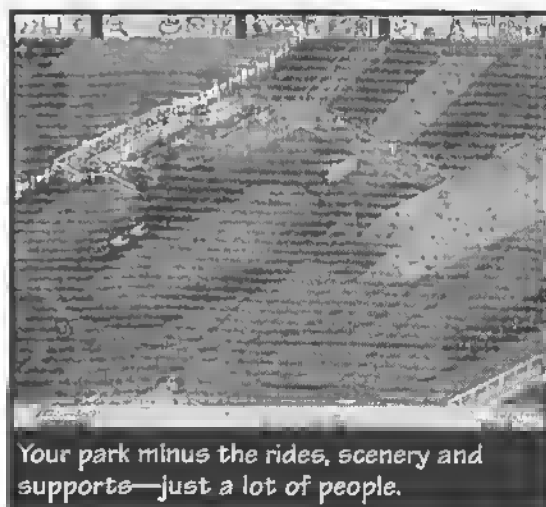


The Eye button allows you to select how you'd like to look at your park. Included options are:

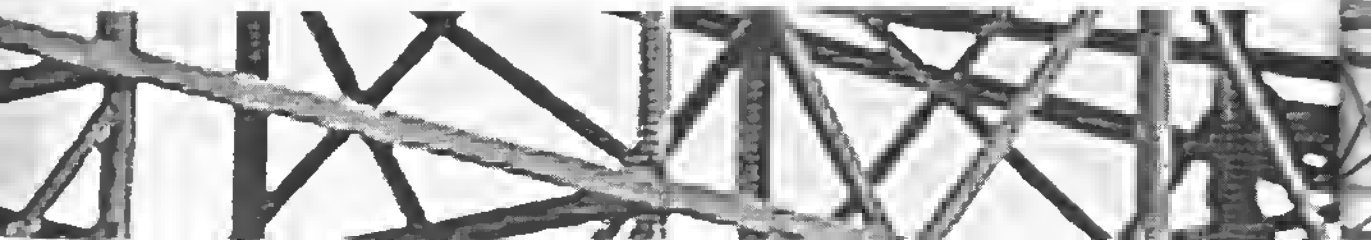
- Underground View
- Underwater View
- Remove Base Land (*CorkScrew Follies* and *Loopy Landscape* only)
- Remove Vertical Surfaces (*CorkScrew Follies* and *Loopy Landscape* only)
- See-through Rides
- See-through Scenery
- Invisible Supports
- Invisible People
- Gridlines on Land
- Height Marks on Land
- Height Marks on Ride Tracks
- Height Marks on Paths

Each type of view serves a purpose, sometimes allowing construction of a ride that you otherwise would have found impossible to build.

The rest of the buttons along the top deal with moving land, water placement, footpath construction, financial information, research and development, ride information, park information, guests, employees, and messages from your central office. We'll discuss each of these features later in the guide.



Your park minus the rides, scenery and supports—just a lot of people.



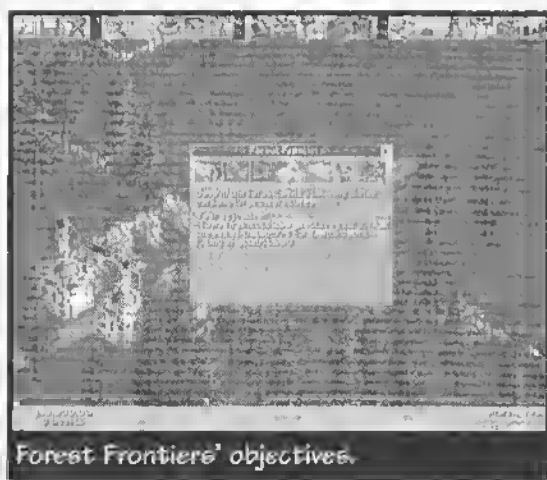
A black and white photograph of a wooden roller coaster. The image shows a complex network of wooden tracks and support beams. Several flags are mounted on tall poles along the tracks. The structure is illuminated by a series of lights hanging from a ceiling. The overall scene is dynamic and captures the intricate details of the coaster's construction.

3

In the Door

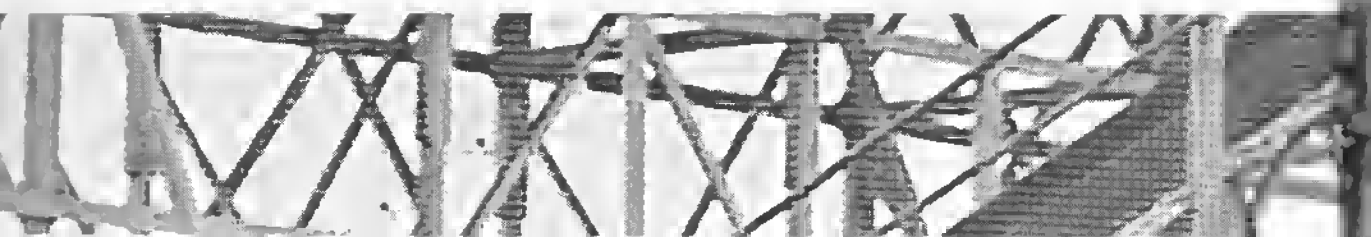
From the beginning, the *RollerCoaster Tycoon* game presents you with a variety of scenarios to "beat." Each boasts its own unique quirks and characteristics, from a basic park with one trail and no rides to a super theme park with tons of employees, loads of rides (in varying stages of health) and thousands of guests.

Starting the *RollerCoaster Tycoon* game cold, you can choose between five scenarios, ranked approximately from easy to difficult. As you solve a scenario, you can access the next scenario down the list. With *CorkScrew Follies*, you can select one of five new scenarios, with 20 more scenarios waiting for you after you master the easier ones. *Loopy Landscapes* adds 30 new unlockable scenarios with 3 additional "Real Parks" scenarios and a special bonus scenario originally offered on the Official *RollerCoaster Tycoon* web site.



For the remainder of the guide, we'll assume you start with the most basic scenario, *Forest Frontiers*, which also serves as the basis for the Tutorial. This scenario sets modest goals: Attract 250 people to your park by the end of October, Year One, while posting a Park Rating of at least 600.

We've already discussed the meaning of Park Rating, but now let's look at it graphically.

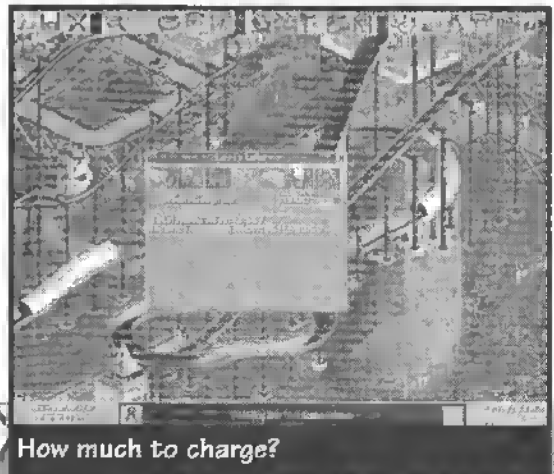
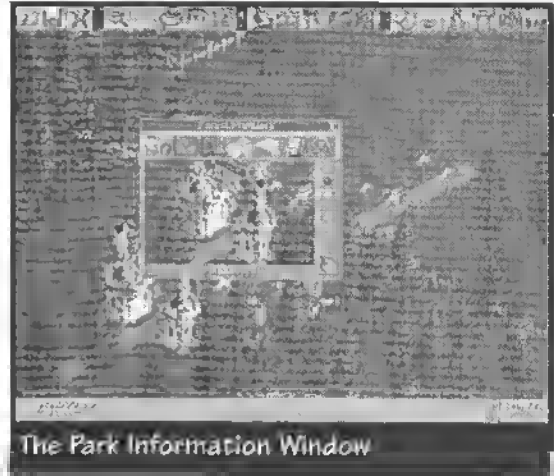


The Park Information Window

Click on the park entrance gate to open the Park Information Window, which shows you the entrance to your park in the center of a window, surrounded by buttons and tabs.

Beginning from the top left and moving to the right, you'll find the following tabs:

- **Camera:** Click on this to return to the default view of the Park Information Window, the park entrance.
- **Park Rating graph:** The all-important graph that will tell you whether your park succeeds or fails. While you can check the "fuel gauge" version of the Park Rating in the lower left corner of the main screen, the graph will prove more helpful for projections of Park Rating over time. It also assists you in discovering when you start slipping up.
- **Guests in Park graph:** Again, another important measurement of how well your park does. While you can learn the up-to-the-minute number of guests in the lower left part of the screen, a look at the changes in your park attendance can tell you what works and what doesn't. By matching up information from this graph with the dated Recent Messages from the main toolbar at the top of the screen, you can start to figure out why guests rush in—or out—in droves.
- **Park Entrance Price:** This window will prove invaluable when your guests tell you your entrance fee is too high or too low (guests are funny that way). In addition, as your park ages and becomes a yearly tradition for many guests, you may decide to lower or abolish the entrance price. (The *RollerCoaster Tycoon* game and *Corkscrew Follies* only)

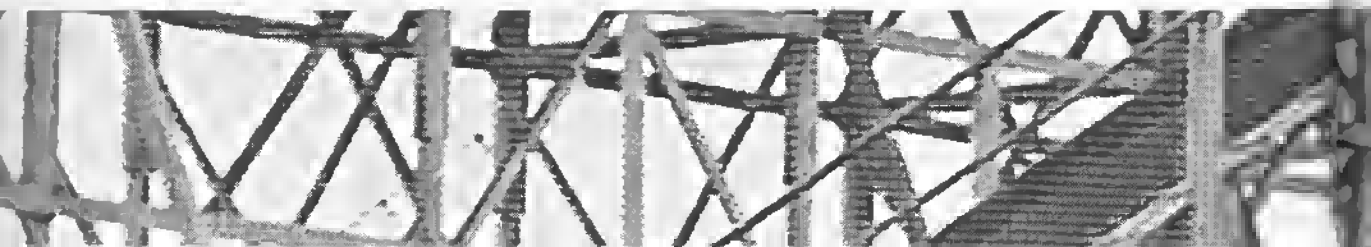


- **Park Statistics:** A quick view of how much land your park occupies, the number of rides and attractions in your park, how many staff members you employ, and the number of guests in your park. Great snapshot-style information.
- **Park Objective:** You can read it here in case you forget it. And believe it or not, as you become engrossed in such minor details as the color of paint on your Roller Coasters, you will forget just what you came here to do in the first place.
- **Recent Awards:** Check here to bask in your former glory or to wallow in self-pity. You can win awards for such ignoble categories as "The Messiest Park in the Country."

Click on the Camera tab to bring you back to the main view of the Park Information Window. On the right side of the central view of the park entrance you'll see five icons:

- **Park Open/Park Closed:** Just like driving. If you click on the green light, your park opens; red light, it closes. If you have guests in your park and you close your entrance, don't expect the park to clear out immediately. Your guests will ride the ride they're queued for and slowly meander their way to the exit in their own sweet time. It's a pain to wait for your park to clear, but thankfully, you'll find few reasons (except massive construction) to close your park during a scenario.
- **Buy Land:** Not important just yet, buying land will become a necessity as your park ages and begins to press harder and harder against its borders. Click on the button to see what land surrounding your park is for sale. Not all of the land will be available, so don't let the lack of choice surprise you. Land availability will affect how and where your park expands.
- **Buy Construction Rights:** Different from buying land, this works more like a lease. You can build whatever you want on the land, but you don't own it. Sometimes the scenario allows you the construction rights to land in some odd places. Check the options in your own scenario.
- **Locate This on Main View:** Brings your park entrance to the center of the main window.
- **Change Your Park's Name:** Admit it—you've always wanted to name an amusement park after yourself. Now you get the chance to make that dream a reality.

Of the options available through the Park Information Window, two stand out as the most important to the life of your park: Park Entrance Price and Park Rating.



Admission Prices

First off, let's talk admission price. When you start out, admission to the park is often free. That may work great for public relations, but you can't run a business that way—yet. From the very beginning, raise your admission price to \$10. Even if your park features just a barren field, now and then a straggler will pay the money just to walk through the gates.

Keep your admission low as you begin the initial expansion with your first few rides. But after your park boasts three or four rides, raise your admission prices again to maintain a good cash flow. On average, guests (and potential guests) tend not to complain too much about paying \$15 to \$20 to enter the park, even if you operate just a few rides.

From this point, you can raise your admission price \$5 for every five Gentle and Thrill Rides you add to the park. If you add a Roller Coaster, however, raise the price by \$10.00. These folks will gladly pay the extra money for the thrills of a world-class Coaster like the one in your park.

Keep your eye on the Message Window, both now and during other aspects of the *RollerCoaster Tycoon* game. If the guests comment that the admission price is low, don't take offense. Just raise it by \$10 immediately.



A few considerations when pricing your park admission:

- Guests come to your park with a limited amount of money. In any given scenario, guests carry money in a \$30 spread, in \$10 increments. For example, guests in Forest Frontiers enter with \$60, \$70, \$80, or \$90. If your admission price gets too close to the lowest amount brought by guests, they either won't enter your park, or enter and complain that everything costs too much. You'll learn how to peek into your guests' pockets a little later.

NOTE

The admission price option in the LOOPY LANDSCAPES scenarios is always frozen at "free." You'll have to generate revenue from rides and stalls to keep money rolling in.



- Admission can never rise above \$100.
- When you charge a high admission price, guests will expect much more from your park. If you don't show them a good time, they'll probably leave dissatisfied, lowering your Park Rating.

TIP

Keep your admission price affordable enough so guests will pay it and still possess enough money to spend on rides, food, and souvenirs.

As you earn more money, you can slow the rate of your admission price increases. When your money tops \$30,000, don't worry about changing your price unless you want to seriously gouge your guests or drop prices to increase attendance. When the money is good, you'll have better rides and attractions, and your guests will see an admission price of \$55 as acceptable.

A high admission price will limit how much some guests can spend once they enter your park, but by that point, such concerns shouldn't trouble you. After all, you've got a ton of money in the bank, so you must be doing something right.

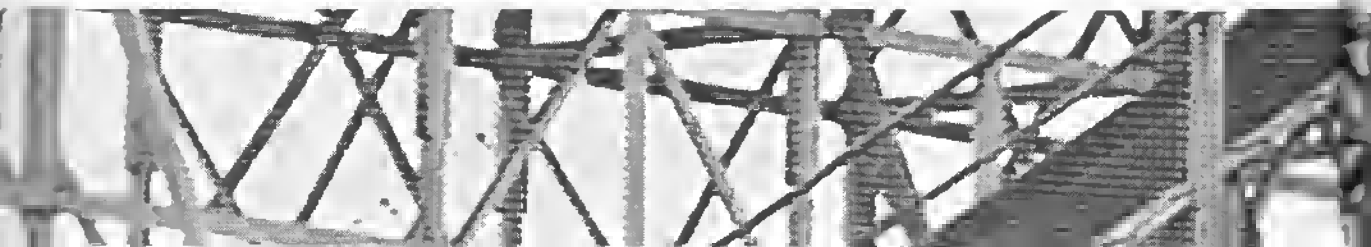
Free Ride?

You have plenty of pricing options. You could keep admission to your park free while charging for all your rides. While this approach does have its advantages (guests who may not have entered your park in the first place can wander in and spend money on rides and food), it limits how much money you can get from your guests.



For example, few guests will think twice about paying \$10 to get into a medium-sized park and then going on to pay for rides and food, perhaps spending an additional \$35. If you didn't charge admission, you would only make \$35 instead of \$45 per guest. All those \$10 bills add up after a while.

Free admission works best when you can absolutely guarantee that your park will make



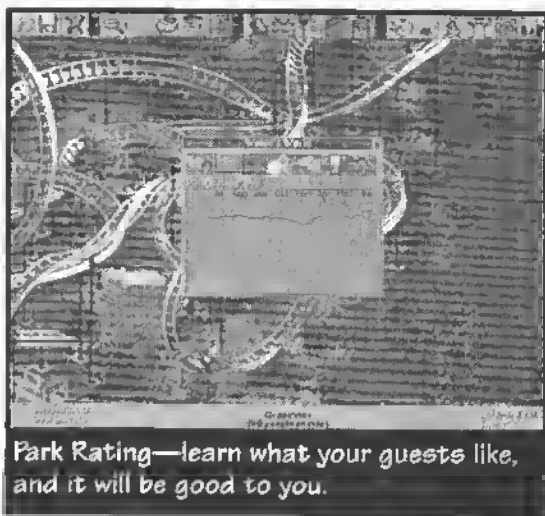
guests happy and offer them a good time. You can pull this off when your Park Rating stays high. Unhappy guests won't spend money.

Thumbs-Up/Thumbs-Down

Park Rating measures success based on your guests' impression of the park itself. The *RollerCoaster Tycoon* game calculates the actual numerical value for your Park Rating based on ride design, park layout, park cleanliness, value, efficiency, atmosphere, guest happiness, and other factors. It can range from 0 to 1000, and when your Park Rating tops 600, the majority of your guests enjoy the park and the time they spend inside it.

Keep a very close eye on the Park Rating bar in the lower left corner of the game window throughout the entire scenario. If your Park Rating starts to dip, it will not correct itself without help from you. You must immediately assess the situation and take steps to bring your rating back up. Also see that it continues to rise, otherwise your guests will leave in droves.

Don't panic about a slipping rating, though. You won't have any trouble figuring out the problem with your park. Just ask your guests with the Guest Information button in the main toolbar. They'll be more than happy to tell you. We'll get to guest polling in a few chapters, but the simplest way to increase your Park Rating (and you'll hear this time and time again throughout the book) is to keep your guests happy. A simple goal, but complicated by hundreds of details.





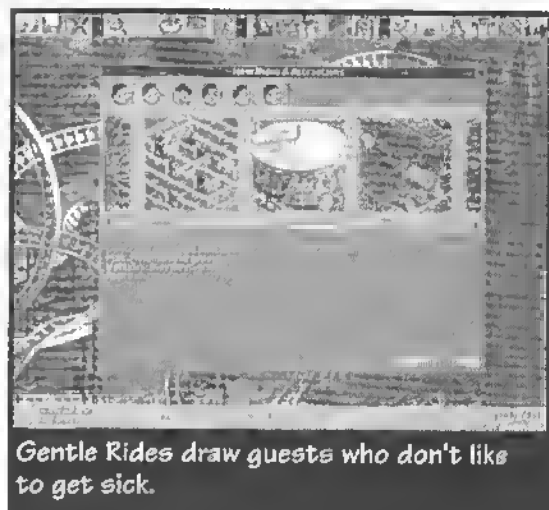
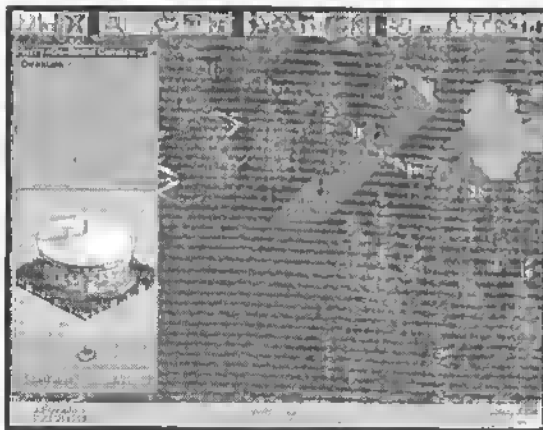
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The Rides

Rides make up the bread and butter of your park. Without rides, all you've got is a chunk of land with some paths and Food Stalls. But don't forget that the rides in the *RollerCoaster Tycoon* game do more than amuse park patrons. These machines can make you money, and like any machines, they need tuning and adjusting to keep them running smoothly.

All rides begin with the New Rides & Attractions button on the main toolbar. We'll start with Gentle Rides because we look at Transport Rides in a different section.

Once you select your ride from the choices under a tab, click on the Build This button to open the Ride Construction Window. Select the ride you'd like to build and left-click.



As you move the cursor over your landscape, you'll see the ride's overall footprint on the terrain. Find a clear spot and left-click to place it. That's it. Now, let's look at some choices.



NOTE

If you get the message that a tree or footpath clogs in the way of your ride, move the cursor directly over the tree or footpath and right-click to remove it. You'll pay \$10 to remove a tree but earn \$10 to remove a footpath section.

Gentle Rides

Not everyone looks for a high-intensity, stomach-churning adventure. Many of your guests prefer Gentle Rides. They can generate a fair amount of income in a new park and then, as the park matures, act as goodwill rides. When this becomes the case, it generally means that these rides are not big money makers for you and that you should consider either dropping their admission prices or eliminating them altogether. Your guests will appreciate it.

Gentle Rides can also pay huge benefits in rainy weather because many have roofs. You can also build some Gentle Rides completely indoors, away from the precipitation.

In general, try to cluster a few Gentle Rides near the front entrance, then evenly space them throughout the remainder of your park. If you don't space the rides well, weak-kneed guests will complain that everything in your park looks too intense.

Also, feel free to place Food Stalls near the exits of mild rides. Very few guests get sick on the Merry-Go-Round, and the music of some of the Gentle Rides makes your guests happy, which encourages them to spend money.

NOTE

As you read the ride descriptions, keep in mind that the Excitement, Intensity, and Nausea Ratings are approximate, since placement and other factors may affect each rating individually.

Similarly, if a ride is customizable, the Ratings will be expressed as Low, Medium, or High, since the actual numbers will vary.



Bumper Cars

Cost: \$440

Riders: 12

Running Cost Per Hour: \$108.80

Excitement: 2.72

Intensity: 0.80

Nausea: 0.35

Customizable: No

Notes: A venerable crowd-pleaser, the Bumper Cars ride possesses two distinct advantages for your park: It plays music, which makes guests happy, and it operates indoors, which allows guests to ride during a rainstorm.



Car Ride

Cost: \$540+

Riders: Variable

Running Cost Per Hour: \$155.20 for Mini-Cars. Can be more or less depending on track shape and size

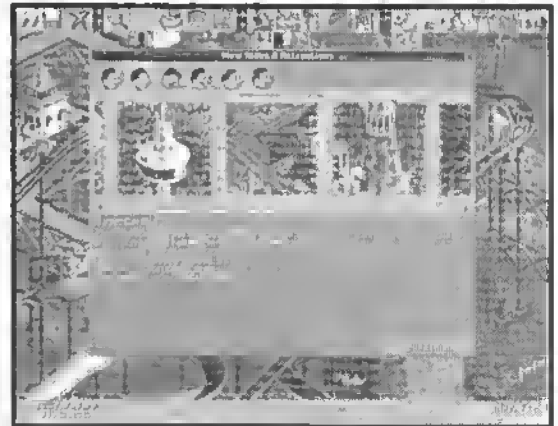
Excitement: 2.95 (All ratings calculated for Mini-Cars and will change as you alternate the type of car used on the ride.)

Intensity: 0.65

Nausea: 0.04

Customizable: Yes

Notes: An easy ride for players who want to build their own ride out of the starting gate. Start with at least four station platform tiles. Use more if you want your track to hold more cars. Plan on adding two cars for every station platform tile.



From the beginning of the ride, give your guests a nice, long stretch of straight, fast track to accelerate so they can build up a little speed before going into the rest of the ride. Remember to change your cars over the life of your ride. Your choices include racing cars, sports cars, and trucks.

TIP

When changing cars on the Car Ride, click the Pause button, then click the Stop button in the Ride Window. After that, change your vehicles and resume play. If you stop a ride without stopping the ROLLERCOASTER TYCOON game, your queue will head elsewhere.

Ferris Wheel

Cost: \$450

Riders: 32

Running Cost Per Hour: \$49.60

Excitement: 1.42

Intensity: 0.50

Nausea: 0.55

Customizable: No

Notes: A workhorse of a ride. Guests enjoy the Ferris Wheel most when it doesn't cost anything. If you charge as little as \$1.50 to ride it, you'll hear complaints from day one. Set the price at "free," and let your guests enjoy themselves.

You can add a little excitement to the Ferris Wheel by placing it on a scenic outlook. This allows your guests to see a long distance from the top of the ride.



Haunted House

Cost: \$340

Riders: 15

Running Cost Per Hour: \$49.60

Excitement: 2.45

Intensity: 0.93

Nausea: 0.10

Customizable: No

Notes: Like they will with other Gentle Rides, guests will pay to get into the Haunted House when the park first opens. As your park ages, however, guests will stop visiting, even going so far as to complain about a measly \$0.50 entrance fee by Year Two. As soon as you see complaints about the price of admission to the Haunted House, make it a freebie for your guests. Otherwise, it will truly become an empty, haunted house.



Hedge Maze

Cost: \$216+

Riders: 1 to 16, set by player

Running Cost Per Hour: \$49.60

Excitement: 1.50

Intensity: 1.50

Nausea: 0.00

Customizable: Yes

Notes: Fun year-round. Bump up the excitement and intensity a little by adding twists and turns.



Merry-Go-Round

Cost: \$460

Riders: 16

Running Cost Per Hour: \$49.60

Excitement: 1.30

Intensity: 0.60

Nausea: 0.75

Customizable: No

Notes: No amusement park, including yours, feels complete without one of these traditional rides. Like the Bumper Cars, the Merry-Go-Round operates indoors, so guests will flock to it during a rainstorm. Also, guests can hear its cheery melodies throughout the park and remain in a happy mood.

A word of warning for your Mechanics: By the second or third year of use, a Merry-Go-Round's age catches up with it. The number of breakdowns will increase, leading to a Reliability Rating between 50 percent and 60 percent by Year Five unless you replace the ride. You may want to replace your Merry-Go-Round by the time your park celebrates its fifth anniversary.



Observation Tower

Cost: \$592+ (for a tower of appreciable height)

Riders: 20

Running Cost Per Hour: \$60.80

Excitement: 3.00 (increases with height)

Intensity: 0.00

Nausea: 0.25 (increases with height)

Customizable: Yes

Notes: A nice, gentle ride that will thrill your guests by offering them panoramic views of your park. You'll find the Observation



Tower a bargain if you keep it low to the ground. If you start reaching for the stars, however, get ready to shell out the cash. Each segment costs \$18, and the base begins at around \$150 if built on flat ground. Also, remember that construction regulations only allow you to build a tower a maximum of 60 feet above ground level.

Building a tower will serve several purposes in your park. Guests won't get lost as frequently, and the tower will give them somewhere to go when it rains.

Slide

Cost: \$330

Riders: 5 maximum

Running Cost Per Hour: \$49.60

Excitement: 1.95

Intensity: 1.40

Nausea: 0.90

Customizable: No

Notes: A favorite for the kids, the Slide is your playground favorite adapted for a big-time amusement park. Crowds like this one when it's free, but the Slide will stand empty if you charge more than about \$1 per admission.

In order to keep the aging Slide popular and your guests happy, switch the option to Unlimited Rides Per Admission. That will boost your Slide up by about 20 percent in popularity among your guests.



Space Rings

Cost: \$288

Riders: 4 maximum

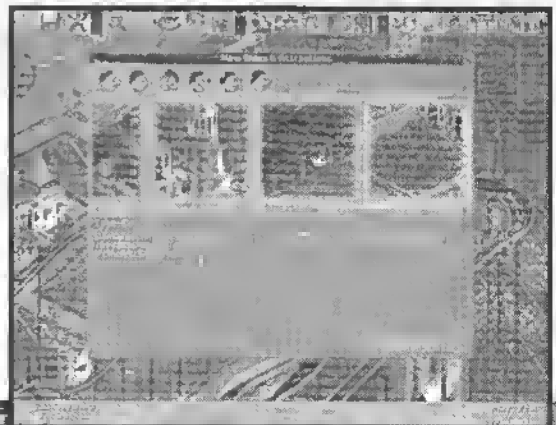
Running Cost Per Hour: \$49.60

Excitement: 1.76

Intensity: 2.10

Nausea: 6.50

Customizable: No



Notes: Note the high Nausea Rating. You'll need benches and Bathrooms at the exit for your green-faced guests.

Circus Show

Cost: \$500

Riders: 30

Running Cost Per Hour: \$49.60

Excitement: 2.10

Intensity: 0.30

Nausea: 0.00

Customizable: No

Notes: Listen for the seals barking and the lions roaring. A popular crowd pleaser that attracts guests when it's raining.



Crooked House

Cost: \$250

Riders: 5

Running Cost Per Hour: \$28.80

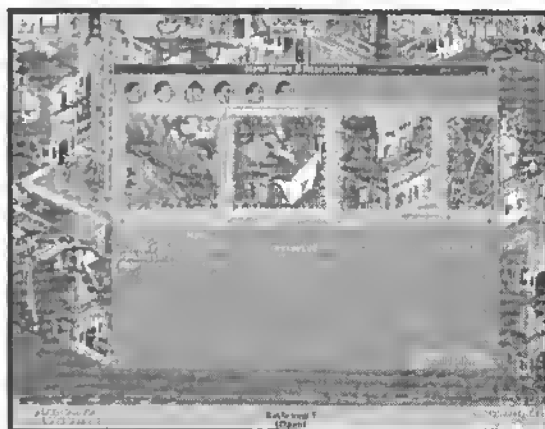
Excitement: 2.15

Intensity: 0.62

Nausea: 0.34

Customizable: No

Notes: Another indoor attraction that will be popular with your guests when it rains.



Cycle Railway

Cost: \$450+

Riders: Variable, 12 maximum

Running Cost Per Hour: Variable

Excitement: Low

Intensity: Low



Nausea: Low

Customizable: Yes

Notes: A tamer version of the Cycle Monorail, the Cycle Railway remains on the ground with no thrills aside from turns on the track.

Mini Golf

Cost: \$740+

Riders: Variable, depending on number of holes

Running Cost Per Hour: Variable

Excitement: Low

Intensity: Low

Nausea: Low

Customizable: Yes

Notes: If you make your Mini Golf course too long, guests will quickly get bored while those in line will get antsy. Try to limit yourself to six holes, alternating between the four varieties that are offered.



Flying Saucers

Cost: \$560

Riders: Maximum of 12

Running Cost Per Hour: \$148.80

Excitement: 3.80

Intensity: 0.85

Nausea: 0.39

Customizable: No

Notes: A very popular Gentle Ride, although it loses its novelty with your guests quickly.



Cycle Monorail

Cost: \$540+

Riders: Variable

Running Cost Per Hour: Variable

Excitement: Low to medium

Intensity: Low

Nausea: Low

Customizable: Yes

Notes: Incline and decline sections of track are available. Use this ride to show your guests around the park.



Ghost Train

Cost: \$570+

Riders: Variable

Running Cost (Per Hour): Variable

Excitement: Medium

Intensity: Low to Medium

Nausea: Low

Customizable: Yes

Notes: Be sure to enclose at least the majority of your Ghost Train to make it popular during rainstorms. Also, remember that there's a reason this ride is in the Gentle category. Keep the drops to an absolute minimum as too steep a hill can send your Train cars flying off the track.



Thrill Rides

Time to begin separating the men from the boys. Or at least separating those with strong constitutions from those without.

Thrill Rides, while less exciting and intense than basic Roller Coasters, do offer some intensity for guests who absolutely will not ride your Coasters. So place benches and Bathrooms near the exits of the rides because some guests will find

them a little too intense. This also works in the opposite direction: Place a few Thrill Rides between your Gentle Rides and your Coasters. Many guests will build up their courage as they move farther into your park.

A note of caution: Keep a very close eye on your Thrill Rides after you build them. They lose their novelty within six to eight months, and at that point you must lower or drop the admission price.

In addition, many Thrill Rides have very intensive mechanical workings prone to frequent breakdowns as they age, resulting in lowered reliability and increased Down Time. If you get attached to your Thrill Rides, start thinking of replacing them by Year Three. If you don't mind making changes, trash them and build better rides on the land you opened up.

3D Cinema

Cost: \$560

Riders: 20

Running Cost Per Hour: \$49.60

Excitement: 3.50 (*Mouse Tails*),
4.00 (*Storm Chasers*), 4.20 (*Space Raiders*)

Intensity: 2.40 (*Mouse Tails*),
2.65 (*Storm Chasers*), 2.60 (*Space Raiders*)

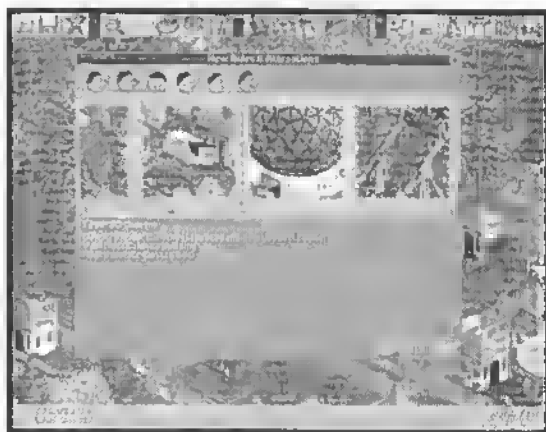
Nausea: 1.40 (*Mouse Tails*),
1.25 (*Storm Chasers*), 1.48 (*Space Raiders*)

Customizable: No

Notes: The indoor 3D Cinema will serve as a haven for your rain-dodging guests. Take advantage of all three movies the cinema can show: *Mouse Tails*, *Storm Chasers*, and *Space Raiders*.

Changing movies can affect how many guests the attraction will handle in an hour because the movies have slightly different running times. The 3D Cinema attracts a lot of guests and can make you a lot of money if you charge a small admission fee.

Note that each film has its own rating for Excitement, Intensity, and Nausea. However, none of the ratings fall outside of the medium range, so don't worry too much about ride-exit cleanliness.



Go-Karts

Cost: \$920+

Riders: Variable, set by player

Running Cost Per Hour:

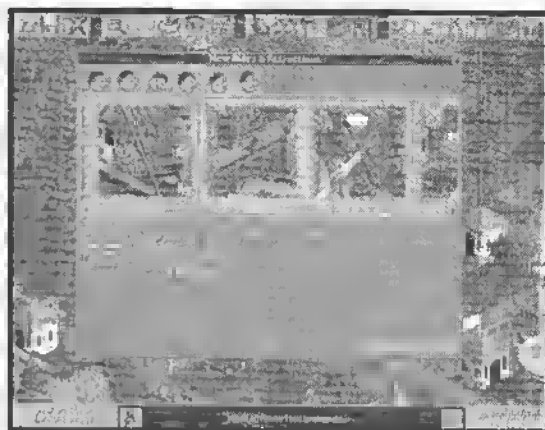
Excitement: High, depending on track

Intensity: Under 3.5

Nausea: Low

Customizable: Yes

Notes: The *RollerCoaster Tycoon* game starts you with two Go-Kart tracks, the Figure 8 Track and the Mega Track, but you'll want to build right away. You'll find that Go-Karts are both one of the easiest rides to customize and will rival your Roller Coasters in popularity.



When you build a custom track, start with at least four station platform tiles before beginning your course. Karts start and stop at the station platform, so the more tiles you use, the more Karts will eventually fit on your course, up to a maximum of 12 Karts at a station platform seven tiles long. You can make your station longer than seven tiles, but Karts must drive slower in the station area, so you needlessly slow your ride (and lower the capacity of the ride) by lengthening your station past seven tiles.

NOTE

Go-Karts are customizable, and therefore do not have steady Excitement, Intensity, and Nausea Ratings. The ratings then are noted generally as High or Low.

From the platform, give your guests a long straightaway to build up some speed, then let your imagination run wild. Safety guidelines won't let you build your track higher than 29 feet above the ground, but you shouldn't find that a problem—not too many guests feel happy when Go-Karts whiz by high above their heads. In the same vein, don't design more than one large incline for your course. These are Go-Karts, after all. Their engines slow considerably on an incline, which will gradually erode your guests' enjoyment of the ride and make them tired.

TIP

A longer ride means a higher Excitement Rating. However, it also means fewer riders per hour. Find a balance between high excitement and a good number of riders per hour to maximize profits.

Once you master the art of tunneling with your rides, add tunnels to your Go-Kart course. They will add to the ride's excitement as well as look neat from your perspective.

TIP

This instruction applies to all custom rides: If you build in a theme, make sure you maintain that theme so your guests can see it from their Karts. Sudden theme changes are no fun.

Finally, to increase the Excitement Rating of your Go-Karts, select Race Mode from the Operation Options and add trees or walls to block guests' view as they drive.

TIP

When you set the Go-Karts to Race Mode, keep the number of laps low, otherwise guests in line will become bored and start to leave.

Gravitron

Cost: \$580

Riders: 8

Running Cost Per Hour: \$49.50

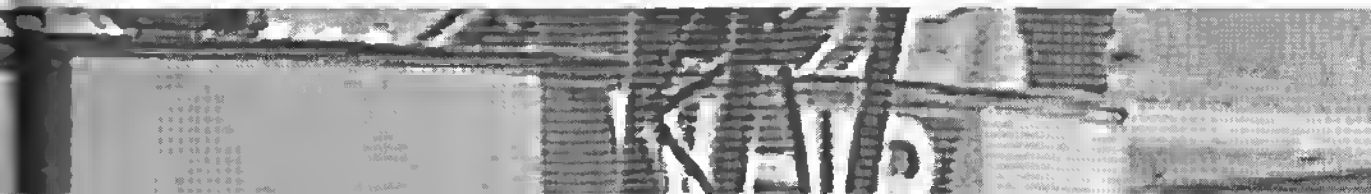
Excitement: 2.10

Intensity: 4.80

Nausea: 5.74

Customizable: No

Notes: If ever a ride was designed to separate your guests from their stomach contents, this is it. You won't need any tricks



or tweaks with the Gravitron. Just make sure you have plenty of benches near the exit. Even your stoutest guests will probably feel a little green after this bad boy.

Motion Simulator

Cost: \$440

Riders: 8

Running Cost Per Hour: \$49.60

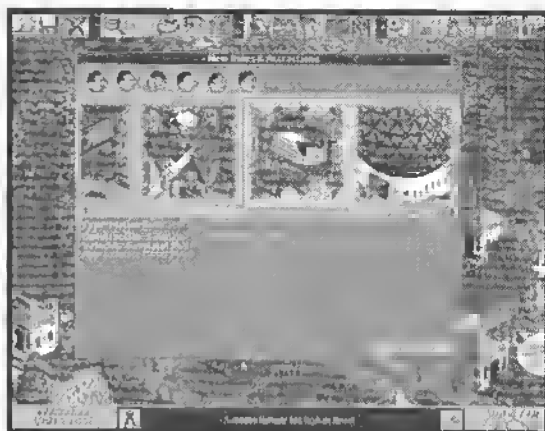
Excitement: 2.90 (*Avenging Aviators*),
3.23 (*Thrill Riders*)

Intensity: 3.5 (*Avenging Aviators*),
4.1 (*Thrill Riders*)

Nausea: 3.0 (*Avenging Aviators*),
3.3 (*Thrill Riders*)

Customizable: No

Notes: Your guests will flock to this indoor ride when it begins to rain, even if they must stand in line for a while before getting inside. A few guests will ditch this ride for a gentler indoor ride, though, so don't be put off if guests walk up to the entrance only to turn and walk away.



Scrambled Eggs

Approximate cost: \$360

Riders: 18

Running Cost Per Hour: \$49.60

Excitement: 1.79

Intensity: 1.27

Nausea: 2.50

Customizable: No

Notes: Despite its misleadingly low Nausea Rating, guests do get sick after Scrambled Eggs. Have benches, Bathrooms, and trashcans at the ready. In addition, Scrambled Eggs becomes notoriously undependable as it gets older, with a Reliability Rating between 50 percent and 60 percent by Year Four. If you really like your Scrambled Eggs, then hold onto it and make



your Mechanic happy. Otherwise, replace your aging one with a new Scrambled Eggs or build a new ride on the spot as the years go by.

Swinging Ship

Cost: \$387

Riders: 16

Running Cost Per Hour: \$49.60

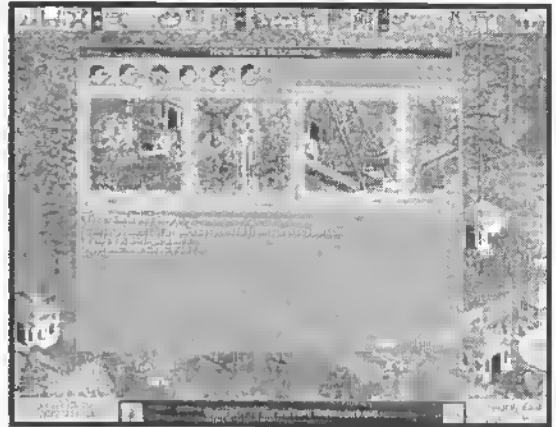
Excitement: 2.25 (Ratings based on seven swings)

Intensity: 2.45

Nausea: 2.51

Customizable: No

Notes: Keep an eye on how many swings you choose. Not only will more swings keep your guests queued for a longer period of time, but it will also increase the ride's Nausea Rating. That could cause a mess by the exit if you don't place benches and Bathrooms there. Your best bet: Keep the number of swings at a moderate level. Around 10 should satisfy both the hard-core thrill seekers and guests who prefer Gentle Rides.



Swinging Inverter

Approximate cost: \$424

Riders: 12

Running Cost Per Hour: \$49.60

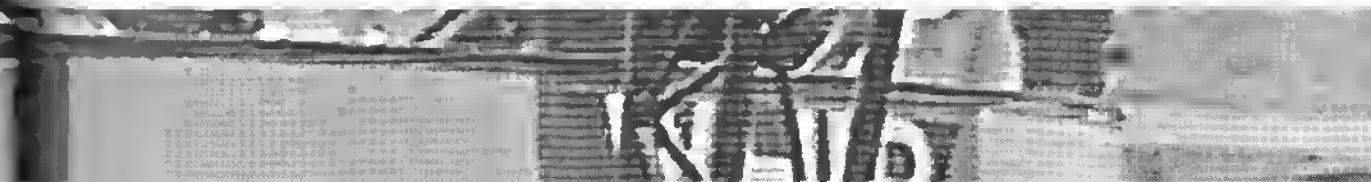
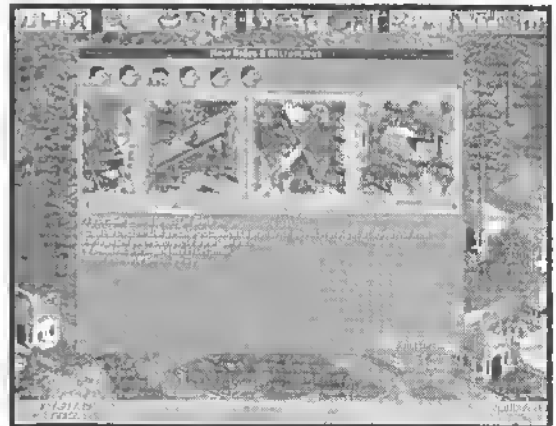
Excitement: 3.59

Intensity: 4.68

Nausea: 4.72

Customizable: No

Notes: A more intense (and nauseating) version of the Swinging Ship, the Swinging Inverter is a ride that definitely needs a few benches at its exit. As with the ship, keep the number of swings in the ballpark of 10 and slightly under to keep the queue moving quickly.



Whoa Belly

Approximate cost: \$800

Riders: 8

Running Cost Per Hour: \$59.20

Excitement: 2.65 (Ratings calculated for 60-foot tower with an 83-mph takeoff)

Intensity: 10.65

Nausea: 6.05

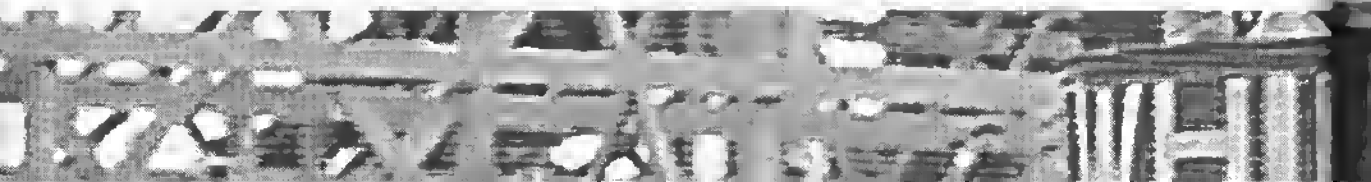
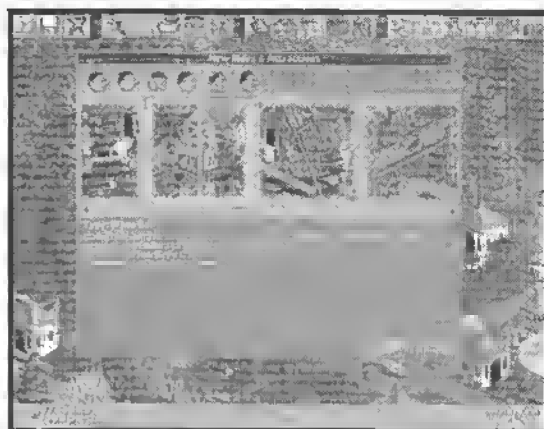
Customizable: Yes

Notes: Whoa Belly is a combination between the Observation Tower and the Shuttle Loop Steel Roller Coaster. So

you must balance your tower's height with your vertical launch speed, which can range between 22 and 90 miles per hour. Just like the Observation Tower, you can crank the Whoa Belly tower up to 60 feet from ground level. But at that height, it will take a launch speed near 80 miles per hour to get the riders to the top of the tower.

This brings up an important point. Just because you can do it, should you? Check the statistics for the Whoa Belly tower given above. Intensity of 10.65 seems extreme, appealing to only about 1 percent of your Coaster-riding crowd. At the same time, a Nausea Rating of 6.05 will make all but the most stable of stomachs give up their contents. You should build your Whoa Belly to thrill the largest number of people, not just the Navy pilots who happen to visit your park that day. Try to keep your ratings at or near those of a popular Coaster, and you'll do fine.

For the truly morbid, the Whoa Belly provides some of the more spectacular crashes the *RollerCoaster Tycoon* game has to offer, second only to those engineered using the Shuttle Loop. When you combine too much speed and too little tower, the Whoa Belly car tries to fly and fails miserably.



Roto Drop

Cost: \$880+

Riders: 16

Running Cost Per Hour: \$59.20

Excitement: Medium to High

Intensity: High to Very High

Nausea: High

Customizable: Yes

Notes: The higher you build, the more the car spins on its way up, and the more nauseous your guests become. Reach for the sky with caution.



The Enterprise

Cost: \$800

Riders: 16

Running Cost Per Hour: \$49.60

Excitement: 3.72 (Ratings based on 12 rotations)

Intensity: 6.47

Nausea: 7.64

Customizable: No

Notes: The Enterprise is one of the most intense thrill rides you can build. While the mere sight of this attraction will turn some of your guests away, customers seeking a more thrilling experience will flock to it. Alter the number of rotations the ride makes (10–20) to adjust the ratings, but don't expect any drastic changes. As with other nausea-inducing rides, place benches near the exit to give your guests a chance to recover. Also, have a Handyman patrol the paths surrounding the ride frequently. Overall, The Enterprise is a great, cost-effective choice to placate the thrill seekers when your budget won't allow a new coaster.



Water Rides

Your guests will flock to the Water Rides during the summer months, but these always-popular attractions can still draw crowds in autumn and spring, too. You can use your calmer, milder Water Rides as an opportunity to showcase exciting parts of your park. But you must also give your guests a long enough ride so they feel that they get a good value.

While the Boat Hire ride looks like a Gentle Ride, the rest of the Water Rides feel like a hybrid between Roller Coasters and Thrill Rides. These Water Rides can rival Coasters in terms of excitement and intensity. When you build Water Rides, remember that they use slightly different statistics than your other rides.

Finally, when you create a custom Water Ride, especially the Boat Hire, always make your station platform as large as possible. That allows you to add more boats to the ride and prevents your queue from growing like a weed, filled with guests who wait for ages to get on the ride.

NOTE

Water Rides, like some other rides we've looked at, are customizable. Because the ratings for Excitement, Intensity, and Nausea can vary so greatly, these values have not been included.

Boat Hire

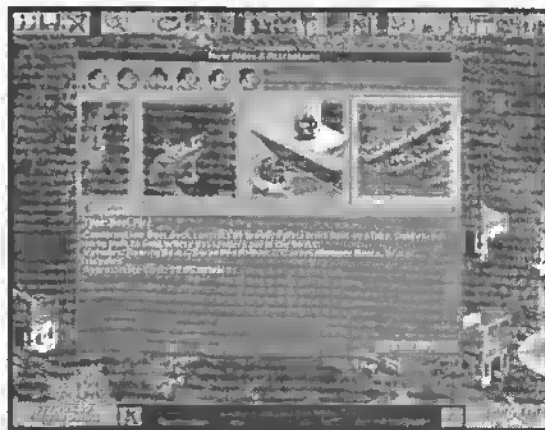
Approximate Cost: \$205+

Construction: Wood and steel track with wooden support structure underneath.

Vehicles Available: Rowboats, Swan Paddle Boats, Water Tricycles, Canoes, Bumper Boats

Customizable: Yes

Notes: You have two options when you set up your Boat Hire. You can either build a course with the railings offered in the Ride Construction Window, or



you can simply place a station platform, add an entrance and an exit, and start 'er up. Your boaters will putter around the water at their leisure.

Rail courses can add a "ride" element to an otherwise non-ride, keeping your guests honest and returning the boats for others to use. Allowing guests to boat freely will only work on a small body of water. If you turn boaters loose in a big pond, expect long, long lines and complaining guests. Your boaters will head for the farthest point in the lake and return in a very leisurely manner.

If you select a rail system for your Boat Hire, make sure it forms a complete, continuous loop, because your boaters will make a break for the open seas if they see the chance, stranding the other guests waiting in line. If this becomes a serious problem, place rails up in a hurry, making a circuit course for your boaters to enjoy.

Finally, take advantage of the different boat types available to you. While filling your lake with all kinds of boats looks fun and appealing, you'll find very few advantages from one boat to another. If you change boat types on an old Boat Hire, you can temporarily increase the ride's Excitement Rating.

Log Flume

Approximate Cost: \$1,320

Construction: Water-filled flume track in which boats move at their own speed, supported by tubular steel posts.

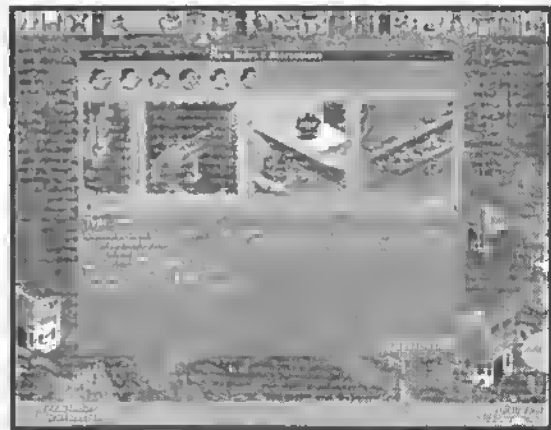
Vehicles Available: Log Flume Cars

Maximum Height: 39 feet

Customizable: Yes

Rides Offered: Logger's Revenge. A 26-foot drop, the highest of three, gives this ride a high Excitement Rating.

Notes: Popular with guests. This ride looks best when you surround it with pine trees, giving it that woody feel.



River Rapids

Approximate Cost: \$1,840

Construction: Water-filled concrete channel with jets that create water currents.

Vehicles Available: River Rapids Boats

Maximum Height: 39 feet

Customizable: Yes

Rides Offered: Ropy Rapids. Less intense than the Logger's Revenge, Ropy Rapids allows your guests a greater chance to get wet and cool off in hot weather.

Notes: Despite the low overall Nausea Rating for Ropy Rapids, it will still be too much for some guests. So make sure they have a place to sit after they get off the ride.



Water Slide

Approximate Cost: \$1,200

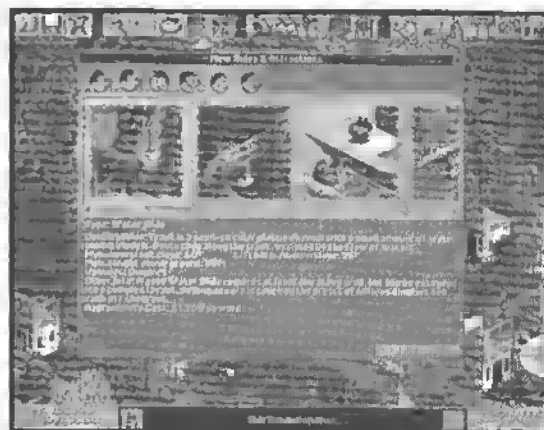
Construction: Tubular steel posts support a plastic channel with small amount of water in it.

Vehicles Available: Dinghies

Maximum Height: 65 feet

Customizable: Yes

Rides Offered: Demon Drop. A well-named ride. This high-intensity Water Slide features four drops, the highest of which reaches 39 feet.



Notes: Dinghies on the Water Slide may occasionally get stuck, requiring the ride to be reset. The Log Flume suffers from the same problem. Keep an eye on the messages and act quickly if the ride leaves your guests high and dry.

River Ride

Approximate cost: \$1,260

Construction: Water-filled channel supported by steel lattice.

Vehicles Available: Boats

Maximum Height: 68 feet

Customizable: Yes

Rides Offered: None

Notes: You can take one of two tacts with your River Ride—you can either use it as a transport-style ride, showing your guests the park on a leisurely cruise, or you can add some thrills with a drop. Good theming adds to the River Ride's excitement.

Jet Skis

Approximate Cost: \$205

Construction: Jet Skis loading platform built on a lake

Vehicles Available: Jet Skis

Customizable: No

Notes: The Jet Skis are similar to the Boat Hire. Each Jet Ski holds one passenger who is free to roam around the available body of water. Make sure the guests have plenty of room to maneuver to prevent congestion near the platform's entrance and exit.



Raft Ride

Approximate Cost: \$900

Construction: Water-filled channel supported by steel lattice

Vehicles Available: Raft Boats

Customizable: Yes

Rides Offered: None

Notes: This ride is nearly identical to the River Ride without the possibility of elevation changes. Therefore, the ride's layout must be completely flat. It can work as a transport ride, but its slow speed (2 mph) and limit of four passengers per raft don't make it a wise choice. Instead, use it as a Gentle Ride and a theme to increase the excitement rating.



Water Coaster

Construction: Track has steel running rails with cross-bracing and can be constructed in water or river sections

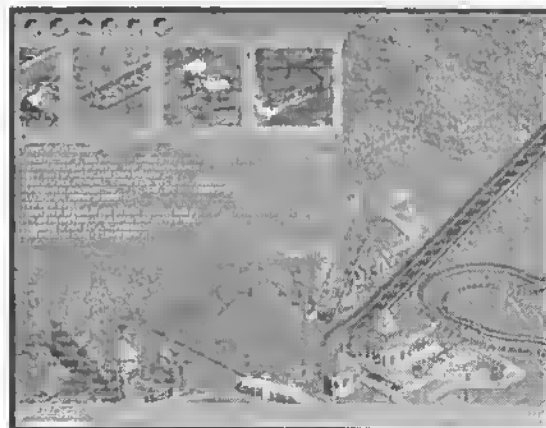
Special Elements: Banked Curves, Banked Helix

Vehicles Available: Boats

Maximum Height: 78 feet

Approximate Base Cost: \$1,640

Notes: This ride combines the thrills of a Steel Roller Coaster with the excitement of a Water Ride. Either standard or submerged track can be chosen from the ride's construction menu, offering numerous layout options. Placing a water channel at the bottom of a large drop adds to the ride's excitement but also slows down each boat dramatically.



Roller Coasters

Now let's check out the namesake of the *RollerCoaster Tycoon* game. Roller Coasters draw the majority of your guests to your park in the first place, so the game offers you more categories of Coasters than other rides.

You can choose between 26 different Coasters (14 in the *RollerCoaster Tycoon* game, eight in *CorkScrew Follies*, and four in *Loopy Landscapes*) and customize all them. All of these categories also come with pre-made models ready for you to plunk down in any park. When you first start out, these prefabricated Coasters seem a wise choice. Coaster construction can sometimes leave even the best and brightest *RollerCoaster Tycoon* veterans scratching their heads when homemade Coasters crash or guests don't ride them.

After admission fees, Roller Coasters bring in the most money. So use them! When you build a park from the ground up, place a Coaster as your centerpiece, a tactic that will make your guests walk past everything in the front of your park to get to the Coaster, which they can't help but ride.



TIP

These complex pieces of machinery break down more often than other rides as they age. Make sure you hire enough Mechanics to cover your Roller Coasters as they get older.

Think of your Coasters as long-term rides with great profit potential, but continually check with your Research and Development Department and hit the Roller Coaster tab in the New Rides & Attractions Window. These tactics help you learn if you can alter your Coaster to make it more appealing for your guests (and more profitable for you).

For example, if you add On-Ride Pictures to your Coasters or replace Standard Cars on your Steel Mini Roller Coaster with Spinning Cars, you add extra value to

your rides. As you've learned already, variety is the key to keeping your guests happy with your rides.

Remember to build your queue accordingly for your Coasters (see Chapter Five). These attractions draw big crowds, and those crowds will need sufficient space to stand in while they're waiting in line. Finally, plan to place your Coasters early because all of them make rather large footprints. Bad placement could force you to clear land of stalls, footpaths, and trees to make way for one of these rides. Good placement, on the other hand, will increase the excitement level for the ride as well as attract the attention of guests walking by.

Make sure you place your Coasters with curves and dips in strategic locations. Remember, your Coasters will rack up some of the highest operating costs in your park, so don't feel bad about charging enough to cover your costs.

Enough talk—let's look at the Coasters!

Bobsled Roller Coaster

Construction: Semicircular channel supported by tubular steel posts.
Cars run freely in channel.

Special Elements: Banked Curves,
Banked Helix

Vehicles Available: Bobsled Cars

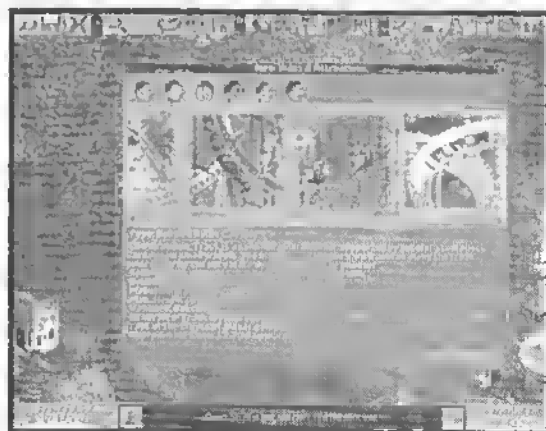
Maximum Height: 78 feet

Approximate Base Cost: \$2,700

Rides Offered:

- **Big Bob:** A massive ride with high Excitement and Intensity Ratings. Similar to Olympic-style bobsled courses.
- **Mini Bob:** Tamer than its big brother. Mini Bob emphasizes curves and feels more like a traditional Roller Coaster.

Notes: Real bobsled cars can fly off the track if they move too fast at the tops of hills or around curves. Bobsled Roller Coaster cars can suffer the same fate.



Inverted Roller Coaster

Construction: Steel spine with tubular steel running rails on tubular steel posts.

Special Elements: Banked Curves, Vertical Loop, Steep Twist, In-Line Twist, Half Loop, Corkscrew, Banked Helix, On-Ride Photo

Vehicles Available: Suspended Chairs

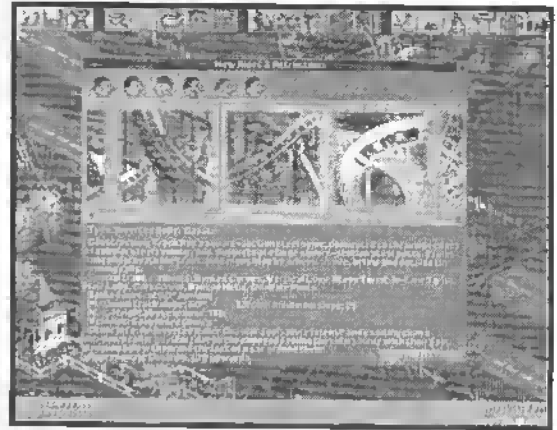
Maximum Height: 118 feet

Approximate Base Cost: \$4,100

Rides Offered:

- **Danglefect:** A high excitement, very high intensity and high nausea ride that demands benches and Bathrooms outside the exit.

Notes: Remember to place your curves over water to give your guests an even bigger thrill.



Mine Train Roller Coaster

Construction: Tubular steel running rails on a wooden support structure.

Special Elements: Banked Curves, Banked Helix, On-Ride Photos

Vehicles Available: Mine Train

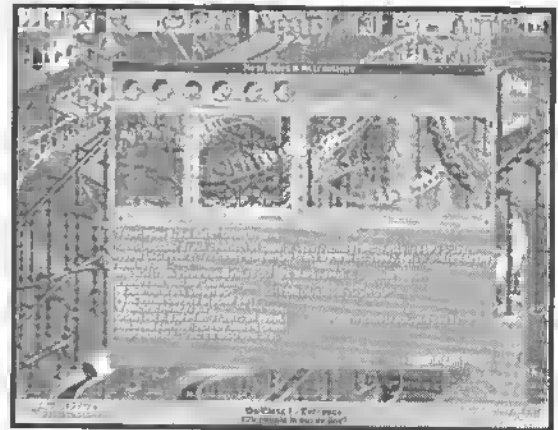
Maximum Height: 68 feet

Approximate Base Cost: \$3,050

Rides Offered:

- **Manic Miner:** Despite this Coaster's maximum drop of just 19 feet, it still packs a wallop for your guests.

Notes: Mine Coasters, due to their steel/wood hybrid construction, will cost more to build than most other Coasters. You will probably want to start with less-expensive Coasters to generate revenue before building your Mine Coaster.



Single-Rail Roller Coaster

Construction: Two tubular steel rails, positioned one above the other and supported by tubular steel posts.

Special Elements: None

Vehicles Available: Horses, Motorbikes

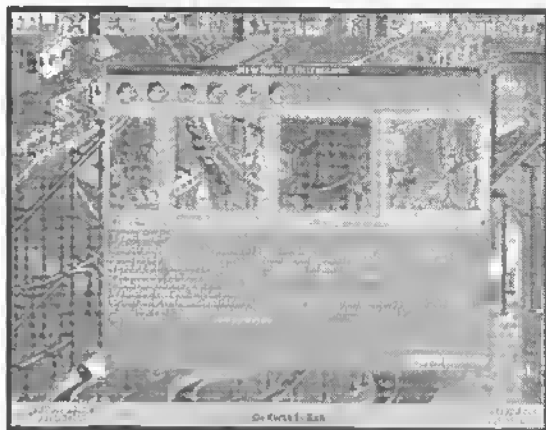
Maximum Height: 59 feet

Approximate Base Cost: \$1,680

Rides Offered:

- **Steeplechase:** The traditional Coaster for this category, the Steeplechase features horses that zoom around the track and down its 32-foot drop. These Coasters boast a higher Intensity Rating because guests ride "on" their car, rather than "in" it.

Notes: The Single-Rail Coasters have no banked curves, so lateral g-forces can get pretty high, adding to the ride's Nausea Rating.



Steel Mini Roller Coaster

Construction: Steel running rails with square steel support posts.

Special Elements: None

Vehicles Available: Ladybird Cars, Log Cars, Rocket Cars, Spinning Cars

Maximum Height: 65 feet

Approximate Base Cost: \$1,320

Rides Offered:

- **Crazy Caterpillar:** A traditional steel mini featuring a 39-foot drop.
- **Raging Rocket:** A 55-foot drop on this ride makes it more intense, more exciting, and more nausea-inducing than the Crazy Caterpillar.



Notes: You can't build Steel Mini Coasters as tall as their larger cousins because the allowable designs don't include Banked Curves. As you can probably guess, Spinning Cars add to the Coaster's Nausea Rating, so before you add them to your ride, make sure you don't already have a high Nausea Rating, or you may make all your riders ill. In addition, thanks to the relatively small footprint of Steel Mini Coasters, you can place all kinds of attractions, footpaths, and stalls under these Coasters.

Steel Roller Coaster

Construction: Tubular steel spine with tubular steel running rails supported on tubular steel posts.

Special Elements: Banked Curves, Vertical Loop, Steep Twist, Banked Helix, On-Ride Photos

Vehicles Available: Roller Coaster Train

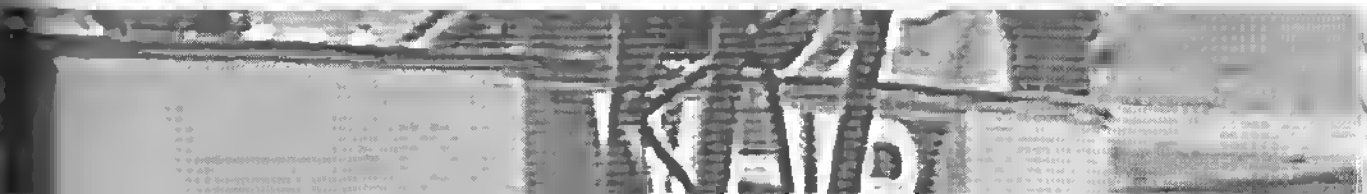
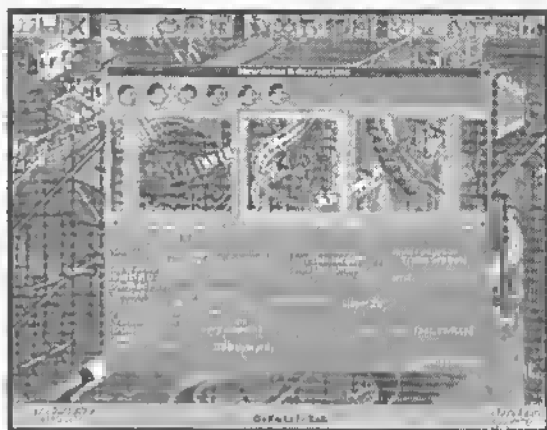
Maximum Height: 150 feet

Approximate Base Cost: \$3,350

Rides Offered:

- **Fizzy:** One Vertical Loop combined with a 42-foot drop make this the milder of the two steel circuit Coasters offered.
- **Exterminator:** A good example of the use of a Steep Twist and a high drop (55 feet) lead to high Excitement and Intensity Ratings while keeping Nausea surprisingly low.
- **Shuttle Loop:** The cheapest of the Steel Coasters. The Shuttle Loop will probably fit in your park even if you have extremely limited space. Works very well over water. See the Powered Launch sidebar in Chapter 19 for more information on running this ride.

Notes: Like most Steel Coasters, this ride leaves a small footprint at ground level that gets even smaller if you elevate the ride. This allows you to place footpaths and shops under the Coaster. Thanks to their construction properties, Steel Coasters can literally scrape the sky in your park.



Stand-Up Steel Roller Coaster

Construction: Tubular steel spine with tubular steel running rails supported by tubular steel posts.

Special Elements: Banked Curve, Vertical Loop, Half Loop, Corkscrew, On-Ride Photos

Vehicles Available: Stand-Up Roller Coaster Cars

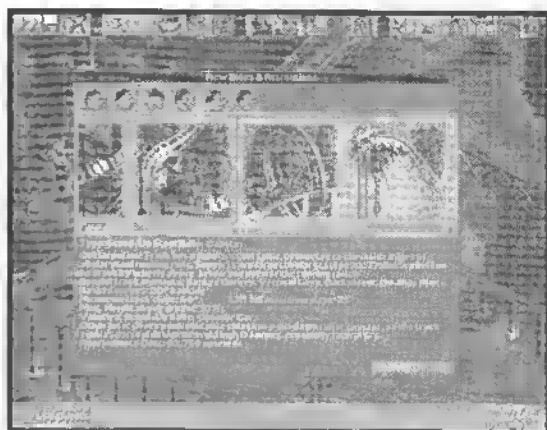
Maximum Height: 131 feet

Approximate Base Cost: \$3,750

Rides Offered:

- **Red Baron:** A ride with an incredibly high Intensity Rating (9.3) that features seven drops and four inversions.
- **Venom Rail:** Appropriately named. Has a high Nausea Rating but only one inversion.

Notes: Stand-Up Coasters give guests a whole new experience with higher g-forces than traditional Coasters. This makes these rides more intense than any other Coasters.



Steel Corkscrew Roller Coaster

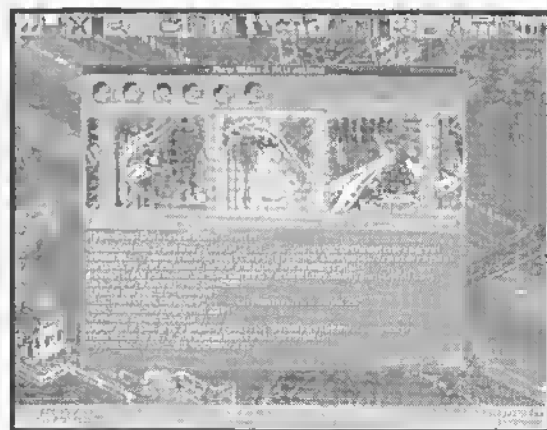
Construction: Tubular steel spine with tubular steel running rails supported on tubular steel posts.

Special Elements: Banked Curves, Vertical Loop, Steep Twist, Half Loop, Corkscrew, Banked Helix, On-Ride Photos

Vehicles Available: Roller Coaster Train

Maximum Height: 239 feet

Approximate Base Cost: \$3,900



Rides Offered:

- **Boomerang:** A high-intensity ride with six, count 'em, six, inversions. Your guests won't forget this ride anytime soon.
- **Corkscrew:** The signature Coaster of this class. The Corkscrew notches an even higher Intensity Rating than the Boomerang, with ten drops and three inversions. Place those benches at the exits now!

Notes: Steel Corkscrew Roller Coasters stand taller and cost more than any other Coasters in your park. These naturally high-intensity, high-excitement rides will prove extremely popular with your guests. If you must take out a loan to build one of these, do it.

Suspended Roller Coaster

Construction: Tubular steel spine with tubular steel running rails supported on tubular steel posts.

Special Elements: Helix

Vehicles Available: Suspended Swinging Cars

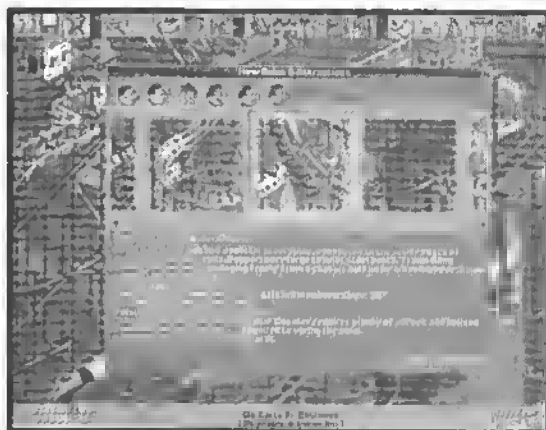
Maximum Height: 105 feet

Approximate Base Cost: \$3,550

Rides Offered:

- **Flight of the Phoenix:** A popular and crowd-pleasing ride with high Excitement, Intensity, and Nausea Ratings.

Notes: One of the more nausea-inducing rides you can place in your park. Suspended Coasters "swing" at their turns.



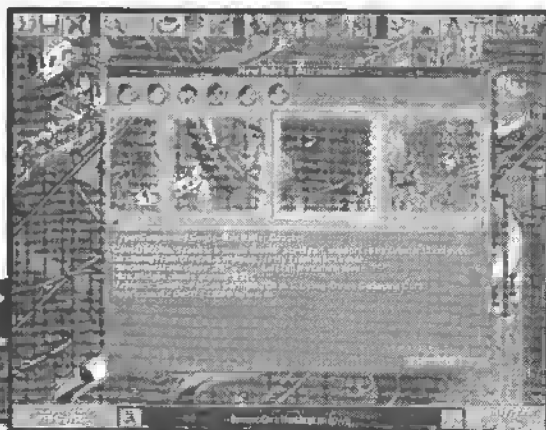
Suspended Single-Rail Roller Coaster

Construction: Singular tubular steel rail with tubular steel supports.

Special Elements: None

Vehicles Available: Single-Person Swinging Chairs, Lying-Down Swinging Chairs.

Maximum Height: 42 feet



Approximate Base Cost: \$1,800

Rides Offered:

- **Bat Flyer:** A very popular ride with five drops and a higher Nausea Rating than other Coasters.

Notes: Of the two chairs offered, the lying-down version offers guests more excitement, intensity, and nausea for their dollar. Switching from seated to lying-down chairs adds nearly a full point to both the excitement and intensity of the ride.

Wooden Crazy Rodent Roller Coaster

Construction: Wood and steel track with wooden support structure underneath.

Special Elements: None

Vehicles Available: Mouse Cars and Mine Cars

Maximum Height: 59 feet

Approximate Base Cost: \$1,480

Rides Offered:

- **Crazy Vole:** Anyone who has ever visited a county fair or small amusement park will recognize this fun ride. The Crazy Vole features a higher Excitement Rating than the Mini Miner.
- **Mini Miner:** Similar in theme to its larger cousin. This ride emulates an out-of-control mine car careening down the tracks. Featuring a 32-foot drop, this ride posts a slightly higher Nausea Rating than the Crazy Vole.

Notes: Crazy Rodent Coasters are smaller than other Wooden Roller Coasters and other categories of Coasters in your park. Guests who ride these look for the intense thrill of the tight turns and sudden drops. The more intense a Crazy Rodent Coaster gets, the more your guests like it.



Wooden Roller Coaster

Construction: Wood and steel track with wooden support structure underneath.

Special Elements: Banked Curves, On-Ride Photos, Water Splash

Vehicles Available: Wooden Roller Coaster Train, Forward and Backward

Maximum Height: 105 feet

Approximate Base Cost: \$2,800

Rides Offered:

- **Wood Chip:** The classic Wooden Roller Coaster features a single long drop with several camel-backs as the train approaches the station.
- **Mischief:** More intense and exciting than Wood Chip, this Coaster features more switchbacks and more turns “into” the Coaster superstructure itself.

Notes: While both models prove very popular with park guests, wooden Roller Coasters, on the whole, leave a very large footprint in your park, both on the ground and above ground, due to their intricate support structure.



Vertical Roller Coaster

Construction: Steel spine with tubular steel running rails supported by square steel posts.

Special Elements: Banked Curves, Steep Twist, Banked Helix, On-Ride Photo, Vertical Drop

Vehicles Available: Vertical Roller Coaster Cars

Maximum Height: 239 feet

Approximate Base Cost: \$3,780

Rides Offered:

- **Big 90:** With a vertical drop as one of its five drops, the Big 90 manages to pull



off high Excitement and Intensity, but low Nausea Ratings.

Notes: While the construction possibilities are somewhat limited due to the Vertical Roller Coaster's properties, the vertical drop that is available more than makes up for what might be seen as a lack of intensity. Use your vertical drops sparingly though, you can easily push right into the extreme Intensity Rating if you're not careful.

Reverse Whoa Belly Coaster

Construction: Steel girder tracks with Linear Induction Motors that push the train.

Special Elements: None

Vehicles Available: Reverse Whoa Belly Car

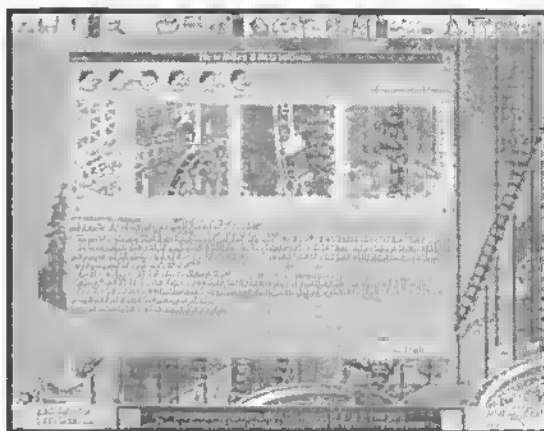
Maximum Height: Variable

Approximate Base Cost: \$6,750

Rides Offered:

- Force 9: A high intensity ride featuring a straight shot down a track followed by a straight vertical lift at high speed.

Notes: The longer your straightaway, the more time your car has to speed up, and thus, the faster it will travel. Be sure to make a test run if you construct your own Reverse Whoa Belly. Cars can shoot off the top of the track if it's not long enough.



Wooden Side-Friction Roller Coaster

Construction: Wooden track with steel running rails on wooden supports.

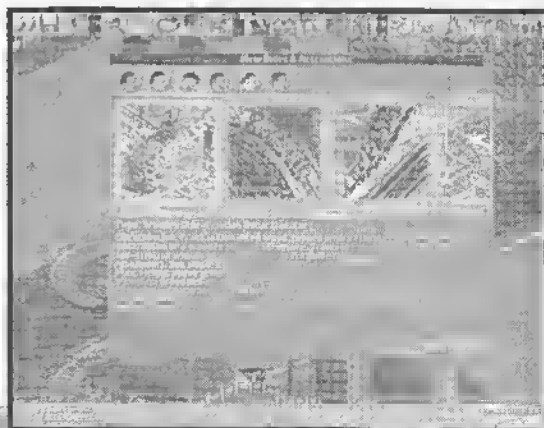
Special Elements: None

Vehicles Available: Wooden Side Friction Car

Maximum Height: 78 feet

Approximate Base Cost: \$1,517

Rides Offered: None



Notes: One of the cheapest Coasters to build can also be one of the trickiest. Due to the articulation and construction of the cars, they can shoot off the track at the top of inclines taken too fast.

Wooden Twister Roller Coaster

Construction: Wooden track with steel running rails on wooden supports.

Special Elements: Banked Curves, Steep Twist, Banked Helix, On-Ride Photos

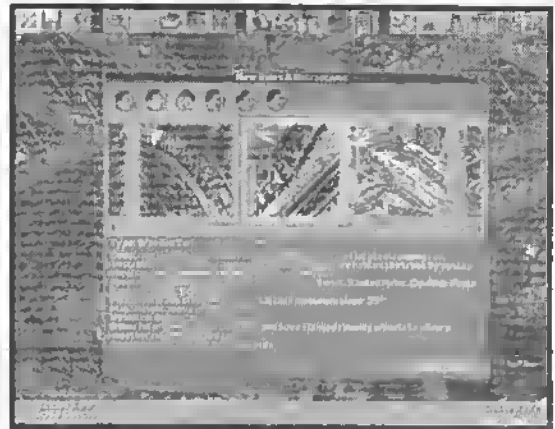
Vehicles Available: Roller Coaster Train

Maximum Height: 105 feet

Approximate Base Cost: \$2,800

Rides Offered: None

Notes: Thanks to the articulation of the trains, the Wooden Twister offers a ride nearly as smooth as a Steel Coaster.



Steel Twister Roller Coaster

Construction: Steel spine with tubular steel running rails on tubular steel supports.

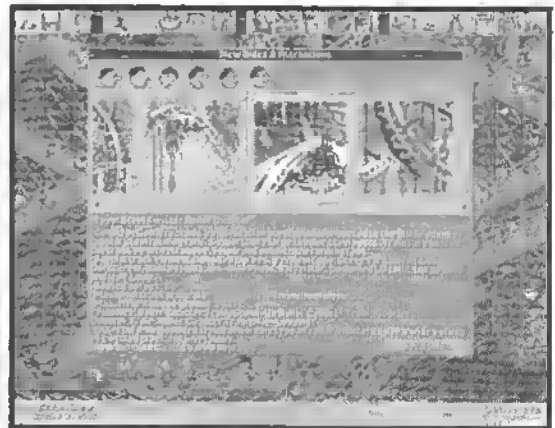
Special Elements: Banked Curves, Vertical Loop, Steep Twist, Half Loop, Corkscrew, Banked Helix, On-Ride Photos, Barrel Roll, Launched Lift Hill, Large Loop, Half Loop

Vehicles Available: Roller Coaster Train, Stand-Up Roller Coaster Train, Floorless Roller Coaster Train, Roller Coaster Train (Non-Looping)

Maximum Height: 282 feet

Approximate Base Cost: \$4,950

Rides Offered: None



Notes: The kind-daddy of the Roller Coasters you can build in your park, a skillfully constructed Steel Twister Roller Coaster will give your guests an experience unmatched by anything in their lives. Have fun and don't build that drop too high!

Virginia Reel

Construction: Flat bottomed wooden trough with wooden supports.

Special Elements: None

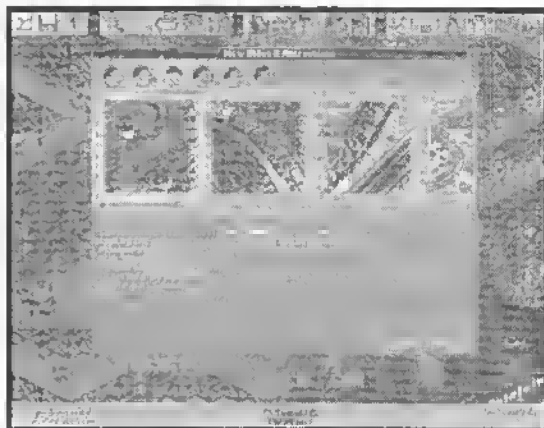
Vehicles Available: Virginia Reel Tubs

Maximum Height: 59 feet

Approximate Base Cost: \$975

Rides Offered: None

Notes: Keep plenty of twists and corners in your design to keep the cars spinning. Avoid long drops as they can risk sending your cars flying.



Steel Wild Mouse Roller Coaster

Construction: Tubular steel rails on tubular steel supports

Special Elements: None

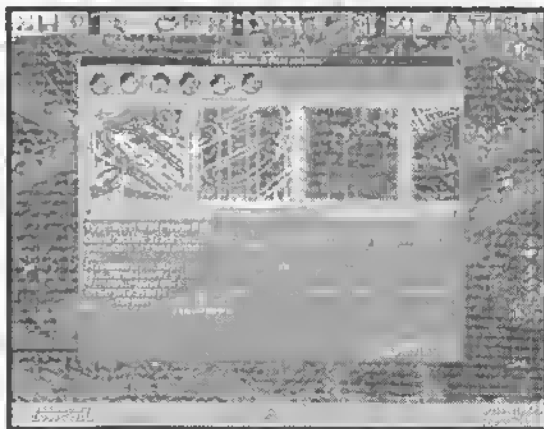
Vehicles Available: Mouse Cars

Maximum Height: 68 feet

Approximate Base Cost: \$1,640

Rides Offered: None

Notes: The higher the intensity, the better. Add plenty of twists and turns to bump the intensity up, but keep an eye on your Nausea Rating.



Wooden Reverser Roller Coaster

Construction: Wooden track with steel running rails on wooden supports

Special Elements: Reversing Sections

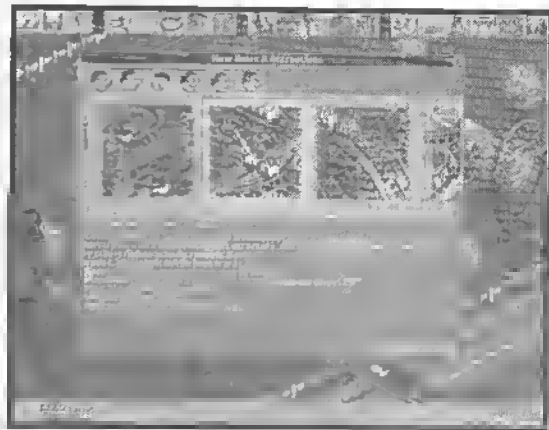
Vehicles Available: Reverser Cars

Maximum Height: 78 feet

Approximate Base Cost: \$1,517

Rides Offered: None

Notes: Use of the special Reverser section will spin the car around so the back will lead its forward motion. Treat the reverser sections as you would loops or corkscrews, and be sure your speed is moderate when going into the sections.



Heartline Twister Roller Coaster

Construction: Tubular steel running rails surrounded by steel hoops with tubular steel supports.

Special Elements: Heartline Roll

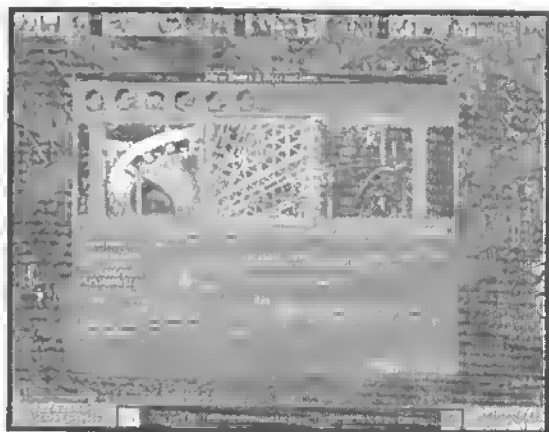
Vehicles Available: Twister Cars, Reversed Twister Cars

Maximum Height: 95 feet

Approximate Base Cost: \$3,030

Rides Offered: none

Notes: Due to the properties of the ride, no sharp corners can be built—the cars would get stuck in the track as they spun through it. However, high excitement and intensity rides can still be built. Take care though—the cars spin, so the possibility for a high Nausea Rating exists.



Flying Roller Coaster

Construction: Tubular steel spine with tubular steel running rails supported by steel posts.

Special Elements: Banked Curves, Vertical Loop, Steer Twist, Banked Helix, On-Ride Photos

Vehicles Available: Flying Roller Coaster cars

Maximum Height: 111 feet

Approximate Base Cost: \$4,000

Rides Offered: None

Notes: Riders lie down on this ride, giving them the (very exciting) feeling of flight. Remember to construct your ride so that curves are dramatic, taking guests just along the surface of water or across treetops.



Inverted Wild Mouse Coaster

Construction: Tubular steel rails on tubular steel supports

Special Elements: None

Vehicles Available: Suspended Wild Mouse Cars

Maximum Height: 68 feet

Approximate Base Cost: \$2,000

Rides Offered: None

Notes: The suspended cars and lack of banked turns can make this ride quite intense. Concentrate on steep drops and climbs; avoid tight high-speed turns.



Suspended Looping Coaster

Construction: Steel spine with tubular steel running rails on tubular steel posts

Special Elements: Banked Curves, Vertical Loop, Steep Twist, In-Line Twist, Half Loop, Corkscrew, Banked Helix, On-Ride Pictures

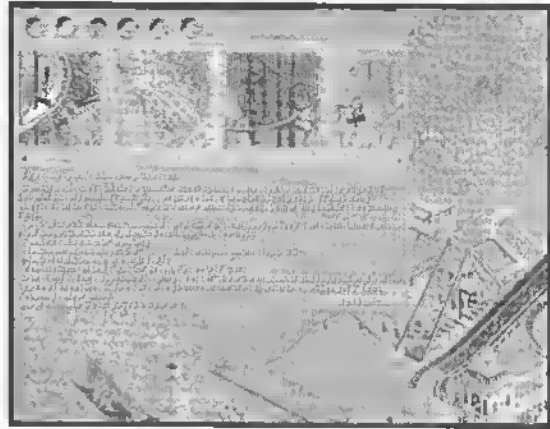
Vehicles Available: Inverted Coaster Train, Face-Off Cars

Maximum Height: 118 feet

Approximate Base Cost: \$3,750

Rides Offered: None

Notes: The major difference between this coaster and the Inverted Coaster is the addition of Face-Off cars. These cars face both forward, backward, and carry four passengers per car: the passengers are back to back.



Air Powered Vertical Coaster

Construction: Track of steel girders; trains run on rubber tires

Special Elements: Banked Curves, Vertical Track

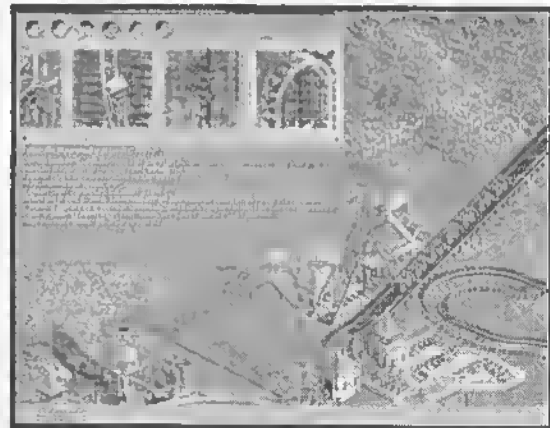
Vehicles Available: Air Powered Coaster Train

Maximum Height: Approximately 200 feet

Approximate Base Cost: \$6,750

Rides Offered: None

Notes: This ride is expensive but awesome. The powerful launch system gives this coaster's trains the ability to climb more than 200 feet in less than three seconds! The vertical track elements also contribute to this amazing coaster's intensity. Test the ride thoroughly before opening it for business!

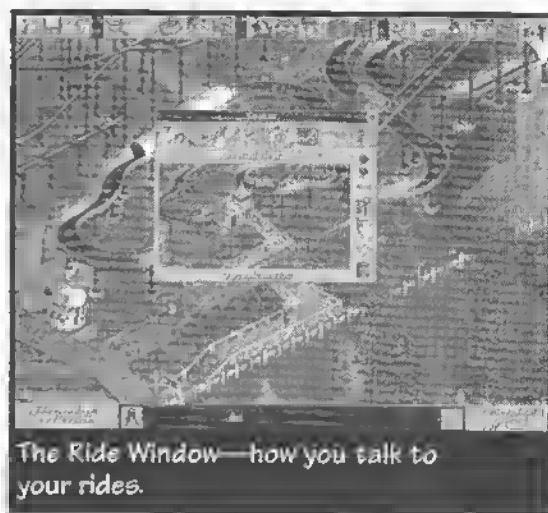




5

Working the Ride

Once you select and place the ride, the real fun begins. It's time to get your guests on and off that ride and make sure they have fun while they wait. You'll find this tougher than you think.



Entrances, Exits, and the Beauty of a Nice Queue

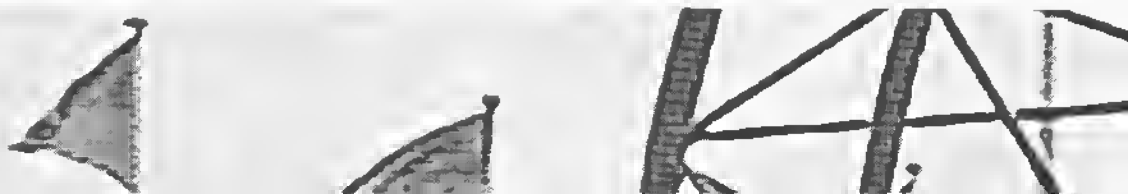
After placing your ride, the *RollerCoaster Tycoon* game will automatically activate the Entrance Placement box from the Ride Construction Window. Your cursor will change into a yellow arrow near the ride. Left-click once when you see an arrow, and your ride entrance appears, just like that.

Don't take this responsibility too lightly. While some Gentle Rides won't need much space for an entrance and queue, rides with high Excitement, Intensity, and Popularity Ratings will. So plan accordingly, and think ahead.

Ride Entrances

As a rule, place your ride's entrance next to the last block of the station with respect to the ride's forward motion. This allows for the fastest loading of your guests onto the ride, while the guests who get off can leave via the exit.

On rides with longer station platforms, this easy step can shave nearly four minutes off of the ride's queue time, allowing you to fit more guests on the ride per hour, increasing profits on rides with admissions.



On rides that don't need a station platform or loading area, place the entrance (and exit) in such a way that guests on the footpath can see as much of the ride itself as possible. For example, instead of blocking the front of the Haunted House with both your entrance and exit buildings, place them off to either side so your guests on the footpath will see the house's façade (and an occasional ghost).

TIP

If you goof while you place your entrance or exit, right-click on the misplaced entrance or exit to open the Ride Construction Window and select a new location with the arrow. Don't worry—you don't have to pay for your mistakes.

Ride Exits

As you place your exit from a ride, try to locate it no more than four tiles away from a main pathway. While long, winding routes out from the exit of a ride may feature nice scenery, they can cause problems. Your more directionally challenged guests will wander up any path even if they can't see the end, and they'll get lost.

Some of those lost guests won't yell that they can't find their way out. You may get a bunch of guests wandering up your long, winding exit path only to turn around and end up back where they entered. Wouldn't you rather they spent their time riding rides and buying hamburgers than trekking on your exit paths?



You can build the entrance building on any number of slopes. The price includes support structure.



A bad place for an exit. Confused guests wander up, looking for something more than just a Bathroom and a ride exit up there.

TIP

When you scout for an exit location, try to place it as near to the entrance as possible. That will allow jubilant guests to get right back on the ride.

Queues

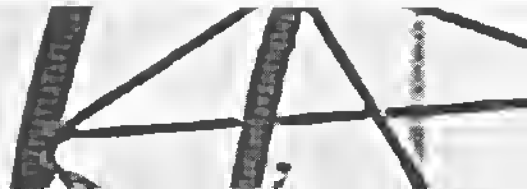
Once you place your ride's entrance and exit, you must consider your queue. This pathway determines where your guests will stand while waiting to get on the ride.

The length of your queue should reflect the ride's popularity, so don't cut it short. If you place a short queue or no queue area at all, the ride may load faster, but fewer people will ride. Also, if guests see a full queue, they'll walk away without riding the ride, and that can cost you money. You'll find queues necessary evils at your park.

When you place queue tiles, start from the ride and work toward the path. Otherwise, curious guests will begin wandering on your freshly laid queue tiles. That can become extremely troublesome if you choose to remove the tiles later, especially if the tiles in question happen to bridge water (more on this nasty problem later).

To place a queue, click on the Footpaths and Queuing Lines button in the main toolbar, then click on the button with the blue-and-white path segment with people standing on it. Place the cursor next to the ride entrance and left-click to place it on the ground. Check Chapter Six: "Elevated Footpaths," if your ride's entrance sits above ground level.

As you build your queue, try to vary the pattern and arrangement and weave the tiles like a snake toward the path. Display flower boxes or fountains between the loops or wind the entire queue around a portion of the ride. Never place queue lines adjacent to one another. No one in your line likes to stand in the middle of a smelly, tightly packed crowd. Separate your queue turn-backs—make your guests enjoy their queue.



More popular rides, such as Roller Coasters, demand longer queues. Don't hesitate to place 12 to 22 queue tiles near their entrances. Thrill Rides will require five to 15 squares, Gentle Rides five to 10 tiles, Water Rides six to 15 tiles depending on the intensity of the ride, and Transport Rides six to 20 tiles, depending on the type of transport. For example, a long Monorail train can swallow up to 60 or more people from your queue.

Try to stick to these ballpark ranges for queue lines. The sight of guests lining up to the end of your present queue might tempt you to build a bigger queue. But think about it from the guests' point of view—a longer queue means a longer wait, and no one gets happier as they wait. Use the Ride Window and try to keep average wait times at or under 10 minutes for popular rides, and less for lengthier rides. Stick to these guidelines despite what the line may do in response. Your guests will thank you for it later.



TIP Your guests will find an underground queue exciting.

In addition, remember that new rides will always attract large crowds during their first year, so plan accordingly. As always, think ahead and try to imagine what your ride and immediate area would look like if you cut down on the number of queue tiles as the ride aged. Could you fit something else in there, or would you accidentally create a dead end for guests?

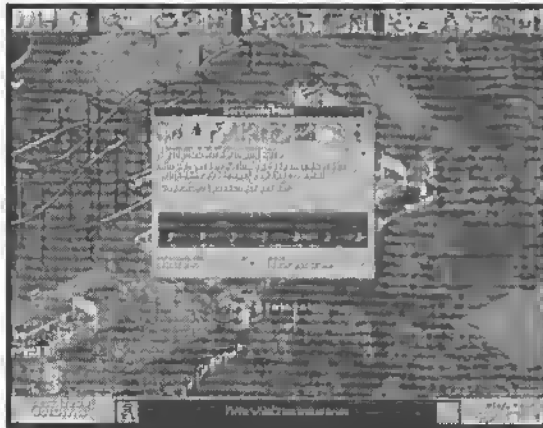
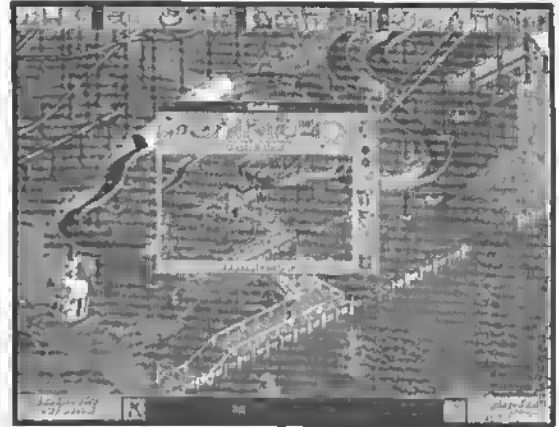
TIP If you still have 50-plus guests in line no matter how you construct your queue, hire an Entertainer to work the line. Simply make the Entertainer patrol the queue area, and your guests' happiness won't take a beating as they wait for the ride.

Tweak, Tweak, Tweak— The Ride Window

Just because you place a ride doesn't mean any guests will get on it and enjoy themselves. That's why the Ride Window popped up as soon as you placed the entrance and exit on your ride. You must do a little more work before you can call the ride a success.

First, turn the ride on in the Ride Window by left-clicking the green light in the traffic light on the right side of the window. All rides remain “off” after you build them until you turn them on. Make sure your queue connects to a path, or you'll get a message telling you that guests can't get to the ride.

Once the ride starts up, take a look at the other tabs along the top of the viewer. Beginning from the left:



Camera

Allows you to look at a the ride from a variety of viewpoints, such as the station view, a view from the individual cars or trains, or an overall view from a slight distance. A nice novelty tool. For a fun time, follow a Roller Coaster car through a wild ride.

Vehicle Details and Options

This starts you into the meat and potatoes of the Ride Window. From here, you can change your vehicle if you have other options, as well as change the number of trains, cars, or cars per train. Generally speaking, few cars means more trains. The changes you make here can pump up the excitement level of your ride when your guests start to get tired of it.

Operation Options

Here you get into the nitty-gritty of how your ride runs. Beginning at the top, you can alter the ride's mode of operation.



TIP

A wealth of information is available here. You can determine queue length, queue time, popularity, profit, and other measurements for all rides from the Rides button in the main toolbar.

Many rides can operate in more than one way. Some Coasters, for example, can run in a continuous circuit, have a Powered Launch, or start by pulling the cars upward and backward before releasing them, while Ferris Wheels can rotate either backward or forward. Each mode has its quirks and advantages. Read on for tips on how to use the ride-specific settings and statistics.

THE MUSIC OF CORKSCREW FOLLIES

At the bottom of the Customer Information Window in CorkScrew Follies, you can select whether or not you want the ride to play music. Initially, you can choose between Gentle, Summer, Water, Ragtime, Techno, Wild West, Rock, Fantasy, and Horror melodies, while new music is added as themes are added to your scenery options by your Research and Development team.

As with the Merry-Go-Round, music makes the rides more popular.

Ride-Specific Settings

Between the Mode of Operation setting and the statistics at the bottom, you'll find ride-specific settings. These settings include: time limits for Bumper Cars, the number of rotations for Ferris Wheels, the number of swings for Swinging Ship, launch speed for Powered Launch mode rides, the number of riders on the Slide, whether a train should leave when another arrives at the same station, the number of laps for Go-Karts, and more.

Of these ride-specific settings, most rides share three: Load Size, Minimum Wait time and Maximum Wait time.

Load Size

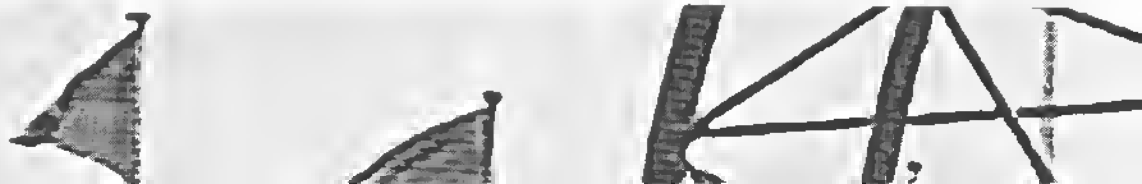
Load Size establishes how many guests must get into the ride before it operates. Ideally, you should set all your rides (especially those that charge admission) to "full." This way, the queue shrinks appreciably every time the ride takes off, more people ride, and as a result, more people stay happy. However, beggars can't be choosers. In your park's earliest days, set your rides to "any load" or "half" to get people on the ride as quickly as possible. As the queue begins to fill, slowly move the setting back to "three-quarters" and "full."

Minimum and Maximum Wait

Minimum and Maximum Wait times are probably the most misunderstood settings you can use on your ride. Minimum Wait time regulates how long a ride will wait at the station before leaving or starting, while Maximum Wait will hold the car at the start position, allowing it to fill to capacity. Checking neither means the ride starts as soon as guests get on.

These settings become most useful when you run multiple trains on your ride. If you run more than one train, you must deal with how long the ride will wait before leaving the station once guests board.

If your trains bunch up, increasing the Maximum Wait means that the following trains will give the lead train more time to start on the track before they enter the station. Likewise, Minimum Wait time limits how long the ride will remain at the station before leaving. On a shuttle ride, setting Minimum and Maximum Wait to the same value allows your shuttles to stop at stations at the same time.



These values also become more important as your rides, especially your Roller Coasters, age. For example, if a Coaster train comes down a hill into the station and the brakes fail, the train will crash into the train sitting at the station unless you adjust the Minimum and Maximum Wait times for that particular Coaster.

Statistics

The statistics at the bottom of the window play a major role as your rides age. Reliability and Down Time both refer to how often your rides break down and require maintenance. As rides get older, their Reliability will decrease while Down Time will increase.

As your ride gets older, the type of breakdown will become more important as well. Mechanical failures on a ride suggest that you should replace the ride soon. Safety Cut-Outs also bear watching. If a ride continuously breaks down because of these, start thinking replacement.

You can also adjust the frequency of the ride's inspection schedule, setting it from never to every 10 minutes. An inspection every 30 minutes seems appropriate for a new ride. Take off 10 minutes every year the ride stays around, eventually inspecting the ride every 10 minutes. By the time the ride reaches three years old, you should have plenty of employees to do that inspecting for you. Frequent inspections will catch nasty surprises like faulty station brakes, failure of which will lead to a crash. If a fully loaded Coaster car crashes, more than 25 people could die.

Color

Color your ride with the Paintbrush tab. You can alter the color of virtually any ride's cars, track, or supports, from the mightiest Coaster to the most humble Ferris Wheel. You may find it fun to, say, color an entire park black and yellow. And that's OK, because you're supposed to have fun with the color palette. We'll mention this again later as a therapy tool of sorts after a disaster.



Measurements

Review measurements and test data by clicking on the Stopwatch tab. Once inside, you'll see the three most important ratings for any ride: excitement, intensity, and nausea. Every guest has a slightly different tolerance range for each rating, and that weighs heavily on which rides that visitor will choose to ride. The *RollerCoaster Tycoon* game calculates ratings on a scale of 1 to 10.

A WORD ON RATINGS

We've already talked a lot about the Excitement Rating, Intensity Rating, and Nausea Rating. Now you can see how the *RollerCoaster Tycoon* game sets these ratings and others:

- Factors influencing excitement include: speed of ride, pacing, look of ride from inside and outside, nearness of external objects to riders, surprises for the riders, and variety.
- Factors influencing intensity include: g-forces, acceleration, changes in direction, inversions, speed, changes in elevation, perception of danger.
- Factors influencing nausea include: spinning, sharp turns, high lateral g-forces, many inversions, excessive side-to-side movement.

Along with the three ride ratings, you'll find other statistics for the ride in the Measurements and Test Data Window. These stats include: maximum speed, average speed, ride length, ride time, g-forces experienced by the rider, and number of drops. All of these become very important when you construct your own ride. These numbers can help you either find out why no one rides or figure out why the ride crashed when it reached the bottom of that first hill.



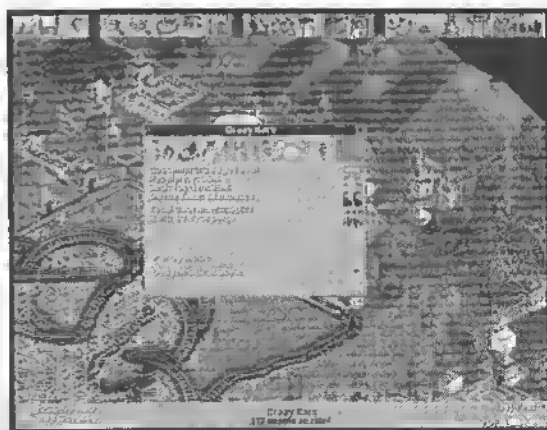
You'll see graphs for more intense rides, such as Coaster-like Water Rides and Roller Coasters themselves. The graphs track the maximum altitude, velocity, or vertical or lateral g-forces experienced by your riders. As with the statistics, the graphs come in very helpful when you build your own ride. Pull back so you can see the car or train on the ride and watch the graphs as it runs. This way, you can pinpoint where you may have problems that make your ride too intense.

Examine Income and Costs by clicking the tab with the money on it. Remember that this is a business, and you want to make money. Adjust your admission price accordingly to meet your expenses and make a profit with popular rides. On less-popular, goodwill rides, accept that a negative profit will help your Park Rating.

On new rides, don't fear keeping your admission price high, especially on new Roller Coasters. Just remember to lower it as the ride ages.

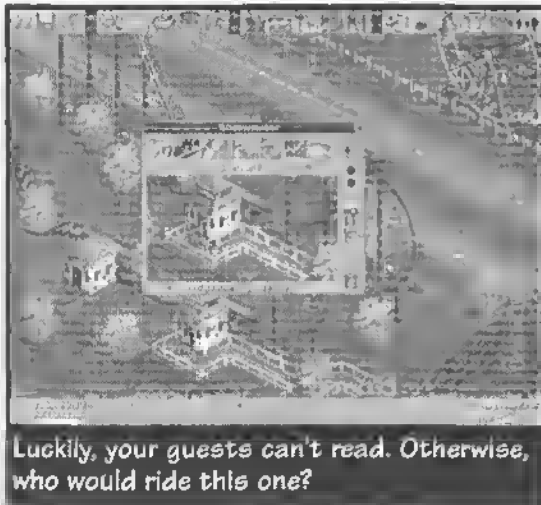
Look at this window to learn not only how many customers your ride sees in an hour, but also the ride's popularity and your guests' satisfaction with the ride. Low rider satisfaction, around 50 percent, leads many customers to make comments such as "I want to ride something more thrilling than _____."

The Customer Information Window also gives you an invaluable piece of information for the ride-queue time. Here you can find out if your queue line strategy pays off. A shorter queue means happier guests. Also, keep a close eye on the date you built your rides. This window keeps track in case you forget.



You can also poll customers in line for the ride as well as those who are on the ride and those who got off the ride to see what they think about the experience. Polling guests' thoughts in this manner narrows the focus a little better than by using the Guest Information button in the main toolbar.

Going down the right of the main view window, you'll see the aforementioned traffic light, which starts and stops rides. It also gives them a shakedown cruise and resets them after crashes—more on both of those issues later on. Under the traffic light on many rides, you'll see the Construction button. Use this if you want to alter your ride in any way once you build it. When you stop your ride and click this button, the leading edge of construction on your ride begins to blink, and the familiar Ride Construction Window opens up. Now you can demolish, add, and subtract to your heart's content.



The last three buttons are: the Naming button, which allows you to name your ride; the Center button, which moves the view in the View Window to the center of the main screen; and the Demolish Trash Can, the final, drastic measure to get rid of a misbehaving ride.

Now that you've built those rides and you've got them under your control, you must figure out how your guests will get around so they can ride them.



EASY
STAND UP

6

Getting Around Your Park, Part I— Hoofing It

What do you call a wonderful park with no paths? A monument to wasted money, as your guests will make abundantly clear to you. Likewise, a park with paths tossed here and there at random won't give your guests a fun time, either. With footpaths, it pays to think ahead. After all, they serve as more than just a means to get guests from one area of your park to another. When used properly, footpaths act as a very subtle merchandising tool as well as a key ingredient in the guest happiness recipe.

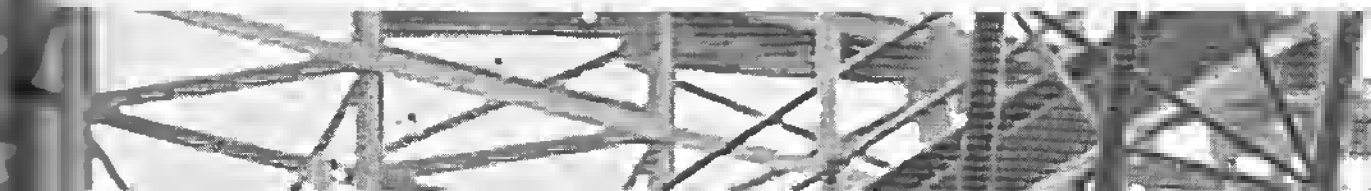


Remember the golden rule of footpaths: KISSSS, which stands for Keep It Short and Simple, Silly. Your guests come to your park to have fun, not to enter a walking marathon. For that reason, keep the pathway between two rides as close to a straight line as possible. (Your geometry teacher was right. It is the shortest distance between two points, after all.)

This instruction may sound silly now, but it won't when you start planning your park: Make sure your paths actually go somewhere. Some of your less-gifted guests will walk a dead-end path for hours, only to complain once they reach the end that they are, indeed, lost.

With that in mind, let's look at your path options:

- **Tarmac:** Gray-black pavement seen in many theme and amusement parks. In our world, tarmac is about the least comfortable thing you could ever hope to walk on in the middle of the summer. In the *RollerCoaster Tycoon* game, your guests won't mind, and they don't see a difference between it and the other footpath materials. You'll find tarmac ideal for general, all-purpose footpaths.
- **Stone:** Fitted cobblestones. Pretty and most often used in areas with themes, where it will match the architecture. Stone looks brighter than tarmac and makes your pathways easier to see from a distance.
- **Dirt:** Pressed-down earth. Great for a rustic look and feel for some areas of your park. Surprisingly, it doesn't deteriorate in the rain.
- **Tiled:** Your snazziest option, fitted tiles in engaging patterns. Again, these work



best when used in an area with a theme, as well as lots of stone architecture.

- **Queue:** Specialized path sections only used for entrances to rides, as discussed in Chapter Five.

By now you must wonder about the differences between your four options for footpath materials. Stop wondering, because you won't find much of a difference. If you like the drab gray of tarmac, use it throughout your park. If you like the lighter stone or tile paths, go for it. If you want your guests to feel like they're hiking around in the great outdoors, use dirt. Whatever way you go, one tile of any footpath will cost you \$12.

To place a path, simply left-click on the type of material you wish to use from the Footpath Construction Window, which will start out on the Conform to Ground setting. Once you choose your material, simply left-click on a flat tile or diagonally slanted tile. If you missed your target, right-click the tile with the wrong path material on it, and you'll receive a \$10 refund on your path. Recycling is good, but it costs two bucks per tile.



The Footpath Construction Window
(CORKSCREW FOLLIES version shown).

Exercise caution in your path construction. Your ever-curious guests will begin walking on path segments that connect to the main drag as soon as you place them. You might find it gratifying to know your guests get excited about what you do to the park, but that enthusiasm can cost you. If you build a path into the wilderness and then realize you wanted to build it somewhere else and bulldoze it away, your guests, now pathless, will wander the wilderness for ages.



Guests desperately seeking a path.

To stop your guests from jumping the gun on your new footpaths, start construction one tile away from the main path. That way, nobody will follow your trail-blazing until you put something at the end of the trail.

In the same vein, take care when you construct loops in your footpaths. Always make sure you provide plenty of ways for your guests to get out of the loop, otherwise some will go around and around and around....

Your Footpath Motive

As your guests move through your park on the paths, think about what you'd like them to do. First, you want them to see the most exciting portions of your most intense rides. This will build the guests' excitement for that ride, and the ride's Excitement Rating overall.

For example, a path along a lake can look quite dull, but a path that travels through the loop of the Shuttle Loop Steel Roller Coaster offers a far better view. Try putting your footpaths in the "splash zone" of Water Rides or right next to Whoa Belly. Letting guests see a ride in person can advertise it better than any television ad campaign.

If your paths get crowded and you notice litter beginning to accumulate, lighten the load on the path by building an alternate route. Swing a pathway around the congestion and reconnect at a quiet portion downstream. Guests will immediately begin to migrate to the road less traveled, and tempers will cool dramatically.

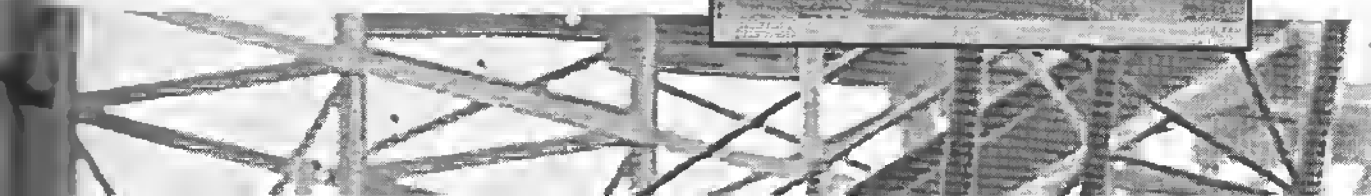
Litter Your Paths (In a Good Way)

Bare paths bore guests and practically invite them to litter. After you lay your footpaths around and through your park, place benches every six to eight tiles, and more frequently if your path runs close to an exciting ride or Roller Coaster.

TIP

You can place trees, benches, lamps, scenery, and trashcans through the Scenery button on the main toolbar.

These benches give your guests a place to rest as they walk around, preventing many from getting tired. Tired guests don't spend money or ride rides.



Also, place a lamp near every bench and place a trashcan every eight tiles. Your well-rested guests will reward you with a clean park.

Your footpaths might not follow the ground directly, but elevated or tunneled (see the next section) paths can also have benches, trashcans, and lamps. Place them using the Underground View option.

Also, while you work on the scenery, consider placing flowers and trees along your path. A tree-lined footpath provides shade for your guests and prevents them from getting too tired or too sick. Flowers, on the other hand, add to your guests' happiness and increase your park's overall rating. As you progress, consider making small courtyards or flower gardens with your paths. Guests can use these small oases for relaxation.

As your Research and Development Department progresses, it will offer you jumping fountains to place along your pathways. These add to your guests' happiness while cooling off hot visitors during the summer months. That said, no one likes to walk on a soggy target range. Place those fountains wisely, and don't overdo it.

Engineered Footpaths— Going Above and Below Ground

Sometimes a simple footpath just won't do. If you need to build over water or through, rather than over, a large hill, moving earth often costs too much. At this point, you should work with raised paths and tunnels.

Elevated Footpaths

Let's look first at raised paths. You'll find them quite easy to build. However, raised paths only work with certain slopes, so don't try to get your park engineers (the little guys who run out, put something on a tile, and run back to their break room all in the time it takes you to click the mouse) to do the impossible. The limitations of raised paths will protect your guests. After all, you wouldn't want a section of raised pathway tumbling down with 15 guests on it, would you?

To build a raised path, open the Footpath Construction Window from the main toolbar and build a normal path to the point on your park map where you need some special construction help. When you can't build normally anymore, click the Free

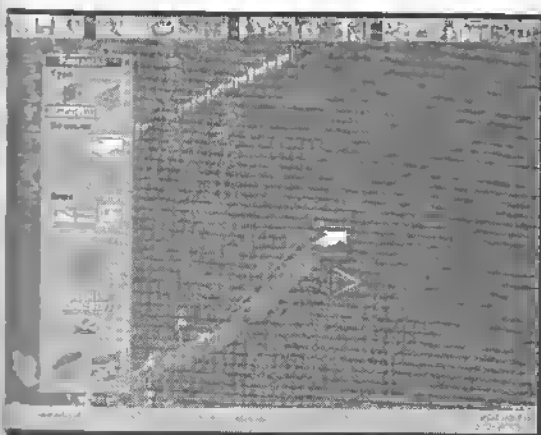


Path button, (the lowest button on the right) in the Footpath Construction Window, the button with a segment of split footpath on it. Once you click the button, move back to the last completed segment of path.

Instead of a highlighted tile, you now see a yellow arrow pointing in one of four directions. Move the mouse to point the arrow toward the direction in which you wish your path to continue, then left-click your mouse. You'll then see the arrow resting over the next section of your footpath to be built, blinking. If you don't see a blinking arrow, you have a problem. The elevation slope may require some alterations, or perhaps that particular segment just can't be built.

If everything works and the arrow blinks, click the Add This button. For example, if you built toward a lake, you'll now see a dock-like structure with a path on it extending from your original path. Continue clicking the Add This button in the Footpath Construction Window to add more segments.

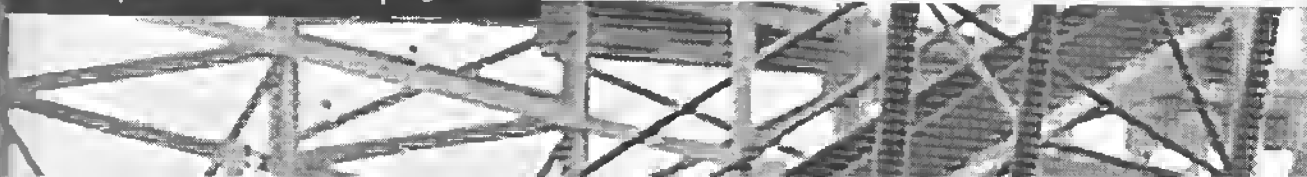
When it comes time to turn your path, left-click on one of the four directional arrows in the Footpath Construction Window. Check the direction of the blinking yellow arrow on the map and confirm that it points in the direction you wish to go, then click the Add This button. Voila! Your elevated path takes a turn.



Elevated path construction in progress.



Above the Add This button you'll find three slope buttons: downhill, uphill, and horizontal. Use these segments in conjunction with the directional arrows and the Add This button to add an incline, a horizontal section, or a decline to your path. The Incline Slope button works well when you run into a crowded area and you need to get your footpath over another path, queue, flower garden, or other obstruction.



If you go up with your footpath, remember to make it high enough so guests can comfortably walk by underneath. Unsure about the height of your elevated path? Click the View Options button in the main toolbar and select Height Marks on Paths to learn everything you need to know.

Inclined path segments cost more than regular segments, and they increase in price as you increase their height. Your first elevation costs the regular \$12, the next costs \$17 the third \$22, the fourth \$32, and the price increases by \$5 for each elevation after that until safety regulations don't allow you to construct any higher. Elevated footpath segments top out around \$82. If you make a mistake while building an elevated footpath, simply click the Bulldozer button in the Footpath Construction Window to recycle it. As you might guess, it pays to plan.

If you pull down a path segment 22 feet in the air that cost you \$77 to construct, you recoup only \$10. If you accidentally build a pathway 20 feet high for nine segments, your losses could top \$550. That kind of money adds up, especially in the early days of a park, when every penny counts.

Most importantly, remember your guests' behavior while you built regular, ground-hugging footpaths. They followed the paths as soon as you began construction. They'll do the same with elevated footpaths, so use caution.

If you build a path over water and then decide to demolish it while guests walk on it, they will fall into the water. Unless you pull them out of the drink quickly by clicking on them, then using the pincers from the Guest Information Window, they will drown. Drownings, as you can imagine, will drag your park's rating down as guests begin to look nervously at the pathways under their feet.

When you build an elevated footpath, remember your path basics: If at all possible, keep the pathway short and position it so guests will see an exciting ride while they walk. And, of course, add benches, trashcans, and lamps. Nobody likes a boring elevated pathway.

Tunneling Footpaths

When both elevated footpaths and earth moving for a ground-hugging footpath get too expensive, go with tunnels. Tunnels inherently add excitement to your park and make your guests happy. They act like a ride without the ride.

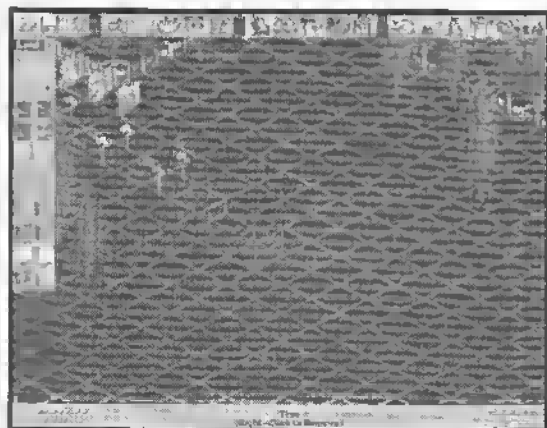
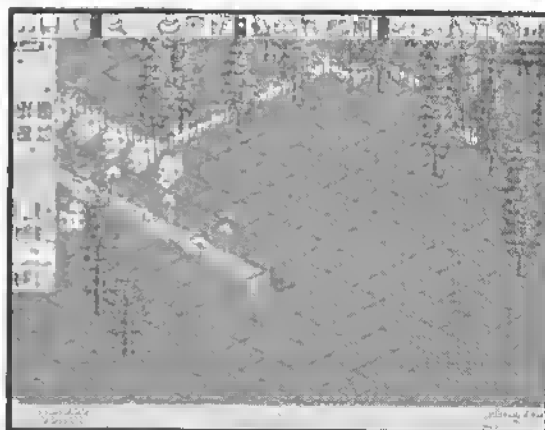
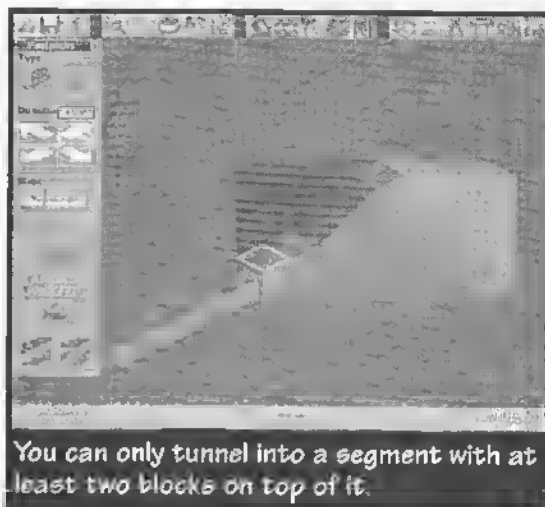


To construct a tunnel, use the Free Path button like you did to create the elevated path. This time, however, modify your setup. The *RollerCoaster Tycoon* game doesn't let your pathways just bore straight into the ground. The game takes a saner approach, requiring tunnels to enter and exit the ground at a vertical land surface at least two tiles high.

To dig your tunnel, simply lead a footpath of any style up to a vertical wall. If you don't end your footpath at the wall, the *RollerCoaster Tycoon* game will still allow you to lay down an underground footpath, but it won't have an opening. Once you get set to dig, click the Free Path button, choose the direction you want your tunnel to proceed, and click Add This. Easy. You've started a beautiful tunnel.

If you want your tunnel to take a downward slant into the ground from a flat surface, follow these simple steps:

1. Lower the ground down one block (using the Landscape tool) at the point where you want your path to go underground.
2. Move ahead one space, then lower the next tile two blocks down.



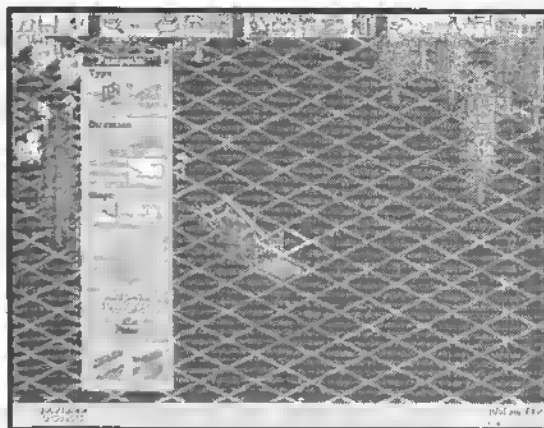
3. Using the Free Path tool, build your path from ground level with a downward slope into the hole you dug. A raised platform will carry it down. At this point, you can continue to dig down, making a deeper tunnel. Just remember to use a stair-step approach to ground-lowering, so your path can get down to your tunnel entrance.
4. You now face a vertical wall two blocks high. Tunnel away, then reverse steps one through three to get back above ground.

You'll notice that as soon as you clicked Add This to lay your first section of tunnel, the view switched to Underground View. This makes it easier for you to see exactly where your tunnel goes. As always, plan ahead and have an idea about where your tunnel will exit. Make sure that you always have at least two levels of dirt above every section of tunnel, or the game won't allow you to continue until you move some earth.

If you want to take the anthill approach and cross tunnels in a hillside, follow the same rules you obeyed while crossing an elevated footpath over a ground-hugging path. Make sure your guests have enough room to comfortably fit in the lower tunnel.

You may find it somewhat difficult to show your guests exciting rides while they traverse underground tunnels (unless you offer underground rides, and we'll talk about that a little later, in Chapter 16). But you can give your tunnels dramatic exits, so as the guests come out from their underground jaunt, a spectacular view of an exciting ride or wonderful scenery greets them.

Later in the game, you'll find it worthwhile to have learned the basics of elevated and tunneled footpaths and become familiar with height markers and the Underground View. These features will come back with a vengeance when you start to design rides.





7

Getting Around Your Park, Part II— Transport Rides

Transport Rides don't become necessary until your park gets fairly big, but you should start thinking about them on day one. By their very nature, Transport Rides take up a lot of space, so they will need some room. A few minutes of planning can prevent unnecessary destruction later.

Many first-time park-builders think of Transport Rides as a luxury, something that only established, older parks offer. Wrong. Look at it this way. If you operate a medium-sized park, your guests will spend most of their time walking from ride to ride, ride to Bathroom, Food Stall to ride, etc. Walking makes your guests tired.

Tired guests don't ride rides, don't buy food or souvenirs, and, worst of all, don't stay in your park. In the worst-case scenario, a guest can get tired in the back of the park, then fail to find his way out because of his sleepiness. This guest may get mad about his predicament and resort to vandalism, which will drag your Park Rating down.

Use the Transport Rides whenever you can.

That said, Transport Rides can get expensive very quickly, so start small with an eye toward expansion. Favor those that offer a Shuttle Mode (Monorail) or have a small footprint (Chair Lift) over the Steam Train, which can only travel in one direction and needs room to turn. You will spend plenty of money if you want to buy enough track to make a closed loop for the Steam Train. You may not need that in the early days of your park.

Ride Options

The *RollerCoaster Tycoon* game offers you three types of Transport Rides, and each has its own costs and benefits: Steam Train (\$1,300+ to construct), Monorail (\$1,550) and Chairlift (\$1,440). CorkScrew Follies adds one more to the list, Suspended Monorail (\$2,400+).



To build a Transport Ride, click the Construction button on the main toolbar, then the Transport Rides tab on the left to see what rides you can choose. Most scenarios start with either the Steam Engine or the Monorail. Click on the available ride, then on the Build This button in the lower right.

You must lay the station segment first with Transport Rides, just as you did with custom rides in Chapter Four.

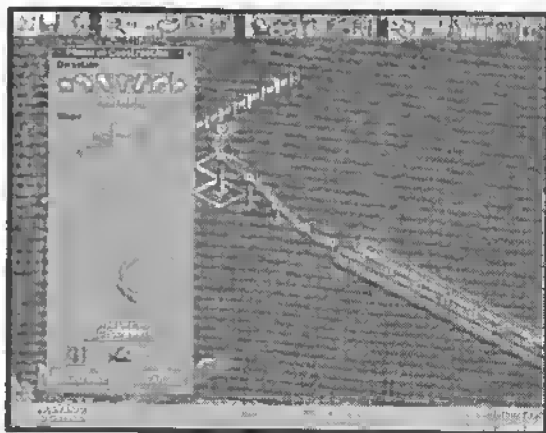
When you build your Transport Ride, make sure you leave enough room for a large station. After all, you don't want your guests to endure the irony of waiting for a convenience designed to help them relax. Seven station segments will guarantee two Steam Trains, a maximum of 12 chairs for your Chair Lift, and a nice, modern Monorail featuring two trains with a maximum of six cars each. More cars and trains become available to you as you enlarge your station platform.

TIP

Don't hesitate to beef up your Transport Rides' queue length, especially with Monorails and trains. Guests love to ride covered Transport Rides in the rain and will gladly stand in line for one during a storm.

Once you construct your station, simply use the arrow buttons to determine which direction you want the track to go and click the Add This button to lay the line. Use the slope buttons to raise or lower your track as well as the 5-degree right or left bend under the Special button.

As you plan or build your Transport Rides, remember that while the shortest distance between points may be a straight line, a Transport Ride turns your guests into a captive audience. Once you get them on the ride, you can show your guests the best parts of your park while they rest in comfort.



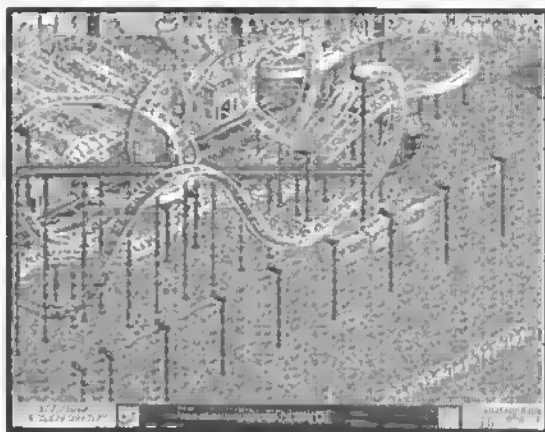
Most of the time, the sight of an exciting ride will spark your guests' interest in the ride, giving them a desire to try it when they get off the Transport Ride. Ka-ching.

TIP

Place the entrance to your Chair Lift at the front of the station to decrease loading time.

Check out this example of using a Transport Ride wisely. If you pass your Monorail track through a Roller Coaster loop, you reap two benefits. Guests on the Coaster think they'll hit the Monorail, while Monorail passengers think the Coaster will hit them. A thrilling experience for all involved. Think of real-life examples of parks with Monorails. Instead of shooting guests directly to where they want to go, Monorails in real parks tend to meander, showing riders all the sights.

If you want to build a Transport Ride, place a second station platform exactly as long as your first station, with its own entrance and exit. Locate the station near a popular area of your park, build the queues, and start the ride. Use this same technique whether you build a shuttle (Monorail) or a continuous loop (Steam Train, Chair Lift).



If you want to build a complete circuit, keep a close eye on your elevations if you took your train above or below ground level so you can compensate before you bring the rail back to the first station.

If you just want to show your guests the park without letting them get out, simply build a Monorail line that ends and set the operation to Shuttle Mode. Your Monorail will travel to the end of the line, stop, and return to the station.

TIP

You can only build a maximum of four stations on a Transport Ride's circuit.



Both the Monorail and the Steam Train slow significantly when they go uphill. To combat this, you can turn both trains into your park's subway system. After your station, have the ride tunnel underground to pick up speed (see Chapter 16 for ride-tunneling instructions). With a little practice and skill, you can even construct stations underground with walkways to the surface.

Ticket, Please?

Charging for Transport Rides can get tricky. If you make guests pay for transport, they have less money to spend when they get to the exciting parts of your park. Offering Transport Rides as free features of your park will keep your guests happy and rested. So, unless you lose a fortune in operating expenses, try to charge little, if any, admission for your Transport Rides.

As your park expands, you can easily extend any shuttle lines you may have started earlier, even completing the circuit to your original station if you want.

TIP

Try not to add too many inclines to your Transport Rides' paths. They slow the transit, giving your guests time to think about how they'd rather ride **ON** rides, not ride **TO** rides.





8

Shops, Stalls,
and Bathrooms

Even in the super-duper special park that you labored 37 hours to perfect, rides can't do everything. By now, your guests have probably figured out that shocking truth.

The *RollerCoaster Tycoon* game provides you with a wide variety of shops and stalls for your guests' eating and buying pleasure. As Park Manager, you must figure out the best places to put them. No sweat—unless you get it wrong, of course. If you do, your guests will tell you.

The game offers seven choices of Food Stalls. The number and variety available to you depends on the scenario you play and the allocation of your research funds.

Burger Bar

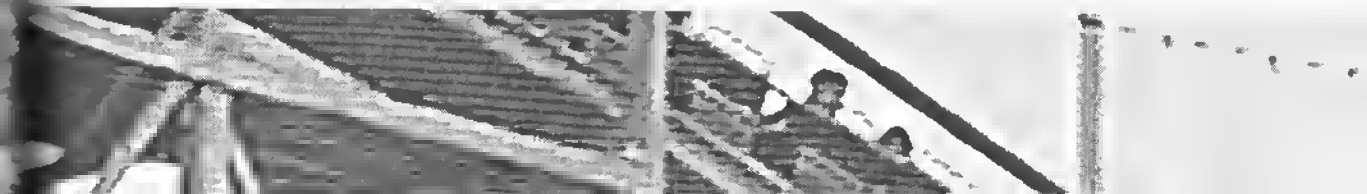
Merchandise: Hamburgers

Cost: \$300

Base Merchandise Price: \$1.50

Profit: \$1

Notes: Usually one of the first Food Stalls available from your Research and Development Department. The Burger Bar offers up the staple food of amusement parks. The somewhat salty burgers often make guests thirsty.



Cotton Candy Stall

Merchandise: Cotton Candy

Cost: \$250

Base Merchandise Price: \$0.80

Profit: \$0.50

Notes: Cotton candy adds to the happiness of guests who buy it. Use caution with the price, however. Not many guests will support high-priced cotton candy. Try to keep it below \$1.50, and your guests will stay happy after they buy it.

Pizza Stall

Merchandise: Pizza

Cost: \$275

Base Merchandise Price: \$1.60

Profit: \$1

Notes: While you won't usually gain access to this Food Stall right away, pizza brings in plenty of profits. So you should push your Research and Development Department to get working on it!

Ice Cream Stall

Merchandise: Ice Cream

Cost: \$250

Base Merchandise Price: \$0.90

Profit Per Item: \$0.50

Notes: Very popular during the summer months at your park. Adjust prices upward as the heat rises, but don't overdo it, or your guests will become unhappy very quickly. A final thought: Ice Cream tends to beat out



other Food Stalls in terms of popularity, so when you choose which stall to place in a high-traffic area, the Ice Cream Stall always looks good.

Popcorn Stall

Merchandise: Popcorn

Cost: \$250

Base Merchandise Price: \$1.20

Profit: \$0.70

Notes: Often one of the last Food Stalls available from your Research and Development Department. Just like the fries, popcorn will make your guests very thirsty, so plan a Drink Stall near every Popcorn Stall.

Fries Stall

Merchandise: French Fries

Cost: \$300

Base Merchandise Price: \$1.50

Profit: \$1.10

Notes: One of the last stalls that becomes available to you, but a very high-profit item. Those fries come with plenty of salt, so make sure you add a Drink Stall for every Fries Stall.

Drink Stall

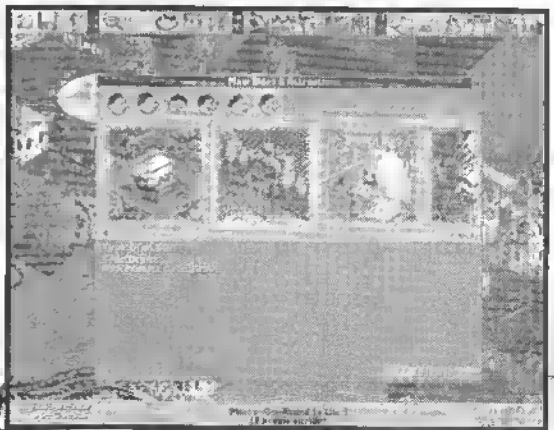
Merchandise: Soft Drinks

Cost: \$225

Base Merchandise Price: \$1.20

Profit: \$0.90

Notes: Place Drink Stalls together with most Food Stalls and not too far from the Fries



Stalls and the Popcorn Stalls. If you don't build enough, your guests will tell you about it.

NOTE

In the **ROLLERCOASTER TYCOON** game, your guests will visit more than just Food Stalls. Check out these other items you can build.

Information Kiosk

Merchandise: Maps, Umbrellas

Cost: \$250

Base Merchandise Price: Maps cost \$0.60, Umbrellas cost \$2.50

Profit: Maps, \$0.50; Umbrellas, \$0.50

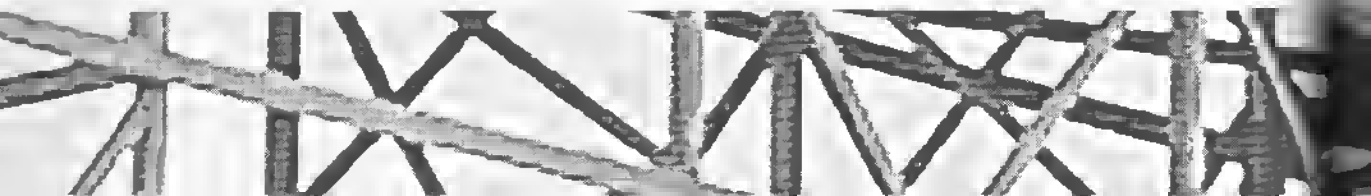
Notes: You'll find this the most important stall in terms of keeping guests on the right paths and telling them where to find particular rides. If you don't get

the option to build an Information Kiosk as soon as you begin a scenario, go to the Research and Development Window, uncheck all boxes for Research Priorities except shops and stalls, then increase your Research Funding to the maximum level. You'll gain access to this valuable stall soon enough.

Even in your park's early days, you must place Information Kiosks near the main entrance. As you grow, scatter them evenly throughout your park, trying to stay near junctions or offshoots of the main drag. If guests get lost, they get mad. And when guests get mad, they break things. Keep them happy with low-cost maps. If your maps cost too much, your guests won't buy them. .and then they'll proceed to get lost.

Keep an eye on your kiosks' profits as they age and your guests learn their way around your park. Often, the Information Kiosks will operate at a loss, especially if it doesn't rain for a month or two.

Take note of the extremely low profit for umbrellas. Feel free to increase the umbrella price to at least \$4 as soon as you open your kiosk. Then increase it again when the rain starts to fall.



Souvenir Stand

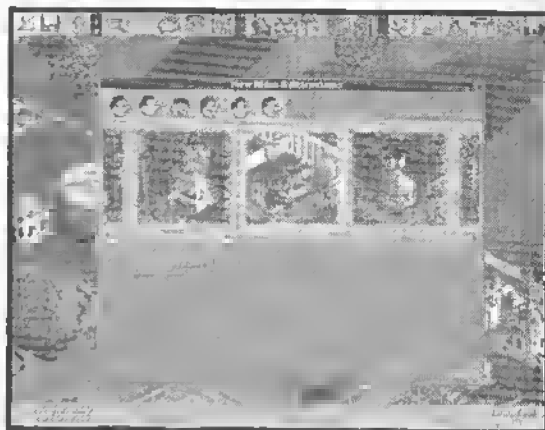
Merchandise: Cuddly Toys, Umbrellas

Cost: \$210

Base Merchandise Price: Cuddly Toys cost \$2.50, Umbrellas cost \$2.50

Profit: Cuddly Toys, \$1; Umbrellas, \$0.50.

Notes: The *RollerCoaster Tycoon* game Souvenir Stands will sell expensive and tasteless toys, just like their real-world counterparts. Happy guests will buy even the tackiest cuddly toy, so place Souvenir Stalls in busy thoroughfares or near the exits of popular rides for maximum profitability.



Balloon Stall

Merchandise: Balloons

Cost: \$200

Base Merchandise Price: \$0.90

Profit: \$0.60

Notes: What's a prettier picture than a park full of guests carrying little blue balloons? Don't worry—despite your guests' not being able to hang on to their balloons, they don't contribute to the litter in your park, but add to the overall happiness of your guests. Also, if your park has more than one stall, change the colors of the balloons they sell.



Bathroom

Merchandise: Not applicable

Cost: \$200

Base Merchandise Price: Free

Notes: Unless you want your guests to become really unhappy and uncomfortable in a hurry, don't charge for admission to the Bathrooms. While guests will support a small fee, it's not worth the trouble.

TIP

By offering half-price coupons for saltier foods, like fries and popcorn, you'll guarantee increased drink sales, which will make up for the profits you lose with the coupons.

Hot Dog Stall

Merchandise: Hot Dogs

Cost: \$290

Base Merchandise Price: \$1.00

Profit: \$0.50

Notes: Something of a salty food. Plan a Drink Stall nearby.

Candy Apple Stand

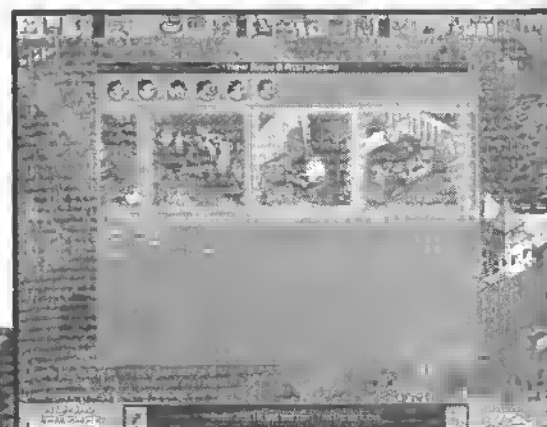
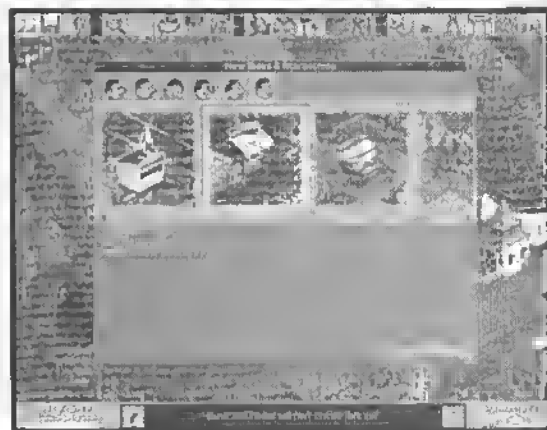
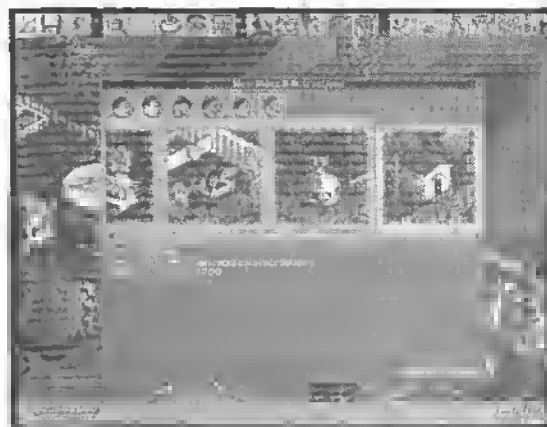
Merchandise: Candy Apple

Cost: \$245

Base Merchandise Price: \$0.70

Profit: \$0.30

Notes: Candy apples are a yummy treat for your guests.



Exotic Seafood

Merchandise: Tentacles

Cost: \$325

Base Merchandise Price: \$1.50

Profit: \$0.40

Notes: If you're going to build it, keep an eye on the popularity of your Exotic Seafood Stall. While a few guests will relish the

idea of walking around with a huge tentacle (making for a hilarious sight from the player's vantage point), few guests will return, and the stall's popularity will drop noticeably, while the messes on the ground in front of the stall will rise.



Hat Stall

Merchandise: Hats

Cost: \$250

Base Merchandise Price: \$1.50

Profit: \$0.60

Notes: As with your Balloon Stall, be sure to alter the colors of the hats if you have more than one Hat stall, and then watch your guests intermingle, forming a living mosaic of brightly colored hats.



Fried Chicken Stall

Merchandise: Fried Chicken

Cost: \$260

Base Merchandise Price: \$1.50

Profit: \$1

Notes: Fried chicken is a great bargain for your hungriest guests. However, be prepared to offer plenty of fluids after this salty meal. Fried Chicken Stalls make a nice addition to a food court. Just keep them away from nauseating rides.

Coffee Shop

Merchandise: Coffee

Cost: \$250

Base Merchandise Price: \$1.20

Profit: \$.90

Notes: A Coffee Shop is an absolute must in cold weather. Guests will also flock to the shop during rain storms. Place a Coffee Shop next to each of your Information Kiosks and watch your profits soar during nasty weather. Just be sure you have plenty of Bathrooms.

Lemonade Stall

Merchandise: Lemonade

Cost: \$210

Base Merchandise Price: \$1.20

Profit: \$.80

Notes: The Lemonade Stall provides more beverage variety. Lemonade offers a quick way to relieve thirst and can even increase happiness. These stalls are most successful in hot, dry environments.



Donut Shop

Merchandise: Donuts

Cost: \$262

Base Merchandise Price: \$.70

Profit: \$.30

Notes: More junk food for your guests! Although not as filling as other foods, donuts offer a cost-effective means to relieve hunger. However, your guests will immediately search for a drink as soon as they've finished their donut. Place a Coffee Shop nearby to satisfy their beverage needs.



T-Shirt Stall

Merchandise: T-Shirts

Cost: \$255

Base Merchandise Price: \$3

Profit: \$1

Notes: Happy guests are most likely to buy T-Shirts, so place these stalls near the exits of your most popular rides. You can also change the color of the shirts.



Where Do I Build My Shops and Stalls?

The simple answer: Wherever your guests go. The complicated answer requires you to follow your guests around and predict their wants and needs. Remember these three overall rules for shop and stall placement:

- First, make sure your shop or stall faces a path. While Information Kiosks look symmetrical, they still have a business window, and you must point that to where guests can see it. If you don't, you'll get no business.
- Second, remember to provide places for your guests to sit near where they bought their food or drink. And while you're at it, remember to toss a couple of trash cans around the stall as well. Try to always group stalls together with benches and trash cans.
- Third, realize that happy guests spend money. Consider placing shops or stalls near the exits of your most popular rides. Check rides' popularity by using the Ride/Attraction button in the main toolbar. Of course, remember not to place a Food Stall close to the exit of an intense ride. While guests may quickly lose a hamburger after riding the Shuttle Loop, a cuddly toy won't make them vomit on your path.

You can choose between two strategies for overall placement of shops and stalls: Courted and scattered.

A "courted" pattern refers to the traditional food court style seen in malls and many amusement parks. By placing Food Stalls, Drink Stalls, an Information Kiosk, a Bathroom, trash cans, and benches in a centralized area, you can cut down somewhat on the spread of litter throughout your park. A four-tile-by-four-tile or five-tile-by-five-tile paved area will allow you to place a stall on each side of the courtyard with plenty of central space available for landscaping and to place benches and trash cans.

If you go with the courted arrangement, space your courts evenly throughout your park, or guests in the back will get thirsty with no relief in



The food court approach. Make sure you have enough variety to please all your guests.

sight. Thirsty guests can quickly turn into angry guests who start breaking things and dragging your overall Park Rating down. Also, make sure you give each court variety—one food, one drink, and one sweet, along with a Bathroom.

Remember, if you make an area popular by placing Food Stalls there, guests will gather there in large numbers. Then the area can become crowded, dirty, and vandalized before you know it. If you decide to place your stalls in a court style, assign employees to patrol the area. Use one Handyman and one Security Guard per court.

You may choose to scatter your stalls evenly throughout your park. If you use this approach, place your shops and stalls roughly equal distances apart throughout the entire park. If you forget to reserve areas for courts, you'll end up using this method whether you like it or not.

Scattering does have drawbacks. While a few guests will stop at the benches you place by the stalls, most visitors tend to buy food and walk. If they walk into an area without abundant trashcans, they'll litter.

Also, your park guests are rather choosy (Hey, they chose to come to your park rather than that one down the road, right?). Scattered stalls will force your guests to walk until they find something they like, and that could get them a little hot under the collar.

Of course, never, ever place Food Stalls near the exits of rides with a high Nausea Rating. Your guests will fib a little about how much of a nausea-inducing ride they can take, and they'll promptly get sick after exiting the ride. If you make it easy for them, your guests will also eat as soon as they get off those rides, despite their better judgment. Keep the Food Stalls away, and your Handymen will thank you.

In general, don't make your guests walk too far without seeing a Food Stall.

Pricing Your Wares

Your guests will merrily pay the default prices listed for all the merchandise in your stalls, but where's the fun in that? You can easily coax a few more cents out of every guest for a burger or fries, so give it a shot.

To adjust the price, click on the stall just as you did on rides to open the Ride Window. The Stall Window looks very similar. Click on the Coin tab to open the



Income and Costs Window. From there, you can adjust your prices.

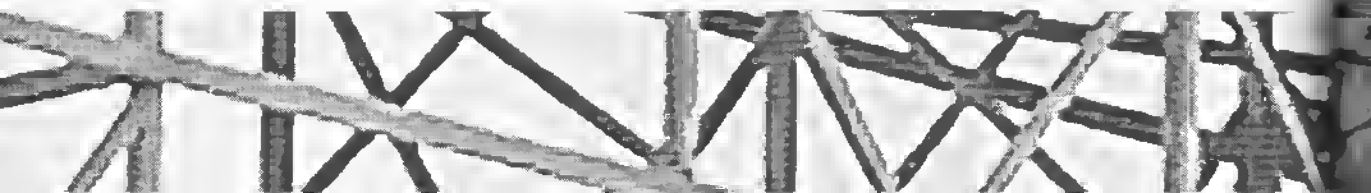
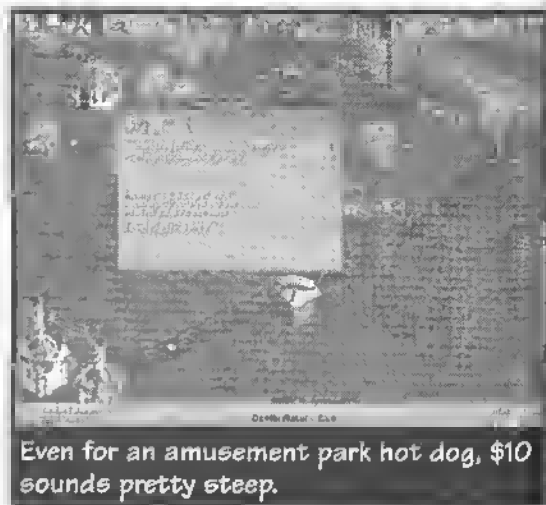
But watch out. Your guests will know when you try to take them for every cent they carry. You'll find it wise to keep your profit margins at or around \$1 for substantial items such as hamburgers or pizza. But your guests will scream bloody murder if you try to raise the price of cotton candy over that \$1 threshold. Experiment with your prices, but keep an eye on your guests' thoughts.

Also, if you want to increase your prices, have a strategy in mind. For example, hefting drink prices up over the \$2 mark may instigate vandalism. But most guests won't grumble much about spending that amount for a drink if they can buy fries at half-price thanks to your savvy promotions. Likewise, increasing umbrella costs during heavy rains may sound unethical, but your guests will, for the most part, begrudgingly pay up to \$6 for protection from the weather. Just make sure you keep them happy when the sun shines.

While you can micromanage and tweak the price of every last bit of merchandise, keep in mind the two main goals of your shops and stalls: First, you must make enough money to cover the cost of running the stalls (\$49.50 per hour). Second, you must satisfy the needs and desires of your guests. If you meet both of those two criteria, you'll do fine.

TIP

If you change the price of merchandise in one stall, it doesn't change the price all over the park. You must change the price in every stall separately.





9

Appearance Is
Everything—Keeping
Your Park Beautiful

While your guests come to the park for rides, they won't want to return to a bare-bones park with only rides and shops. You can do a lot to spruce the park up and make it a place your guests will want to spend hour upon hour throughout its many years of operation.

The first and most drastic way to alter the appearance of your park is through the equivalent of plastic surgery—moving the land itself.

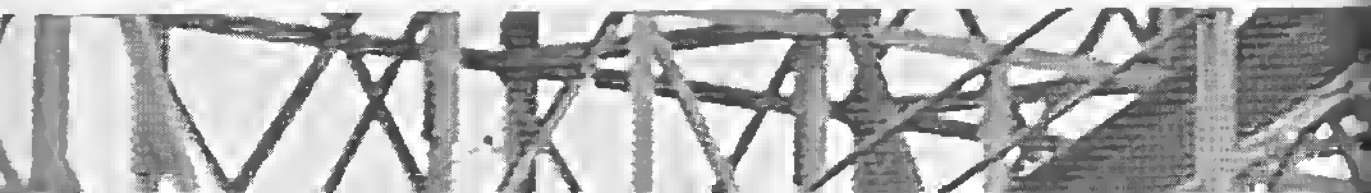
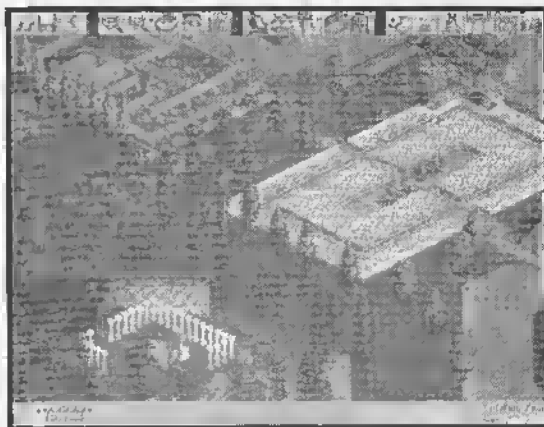
Making the Earth Move—Ground Moving Basics

Before you reach for the Adjust Land button, think again about what you plan to do. Moving land up or down can use up your cash, costing \$20 per individual block you move. The price for even small projects can add up quickly. Before you move earth, make sure that you absolutely cannot use the natural contours of the land.

Does the pathway *have* to go through this area? Couldn't you tunnel (\$32 per section once you dig to the appropriate level) or elevate (\$22 and up per section depending on your height) your way there instead? All in all, you should probably forget about ground moving until you have plenty of money to work with. A strong cash flow will allow you not only to dig, but also to correct any mistakes you make.

If you positively can't live without moving the ground up and down, open the Land Window from the main toolbar and start shoveling. Before you dig, look at the Area of Effect Window at the top of the Land Window. By clicking "+" or "-", you can adjust how many tiles you move. You get no bulk discounts for earth moving. One tile costs \$20, two-tile-by-two-tile area (four tiles) costs \$80, and so on.

The Area of Effect tool always moves ground to a uniform depth or height. If you move earth in a spot where you have moved earth before; you'll only pay to move the tiles that need to be moved. For example, if you want to lower a two-by-two area by one block, and one tile in that area has already been lowered one block, you'll pay only \$60. Then you'll pay \$80 if you lower the entire section another block.



CAUTION

Only move earth by highlighting the corners as a last resort for landscaping purposes. The *ROLLERCOASTER TYCOON* game won't mind if you raise a tile one block up by pulling on all Four Corners individually, at a cost of \$80.

If you want to adjust the elevation of a large land area and don't care too much about the surroundings, click "—" in the Area of Effect Window for large-scale projects. Click until you get an area of effect of one tile, then click again, getting a five-by-five grid with the center tile highlighted. Instead of just affecting a set number of tiles, you can now make craters and mountains with a simple click and drag as the highlighted tile pulls the rest along.



Moving ground in this manner costs \$80 each time you move the highlighted block up or down. When you move the highlighted block, its effects will stretch out in an "X" from the center block for up to eight tiles. The closer the tile is to the center, the farther you can move it up or down. The center tile always remains at the extreme end of your excavation or elevation.

You can't raise earth any higher than 24 blocks, or 31 feet. In addition, you can dig

no lower than five blocks deep, down to an elevation of one. The *RollerCoaster Tycoon* game sets an elevation of six as your default "sea level."

Despite the apparent cost savings, try to avoid the temptation to use the crater/mountain feature to make small-scale adjustments. You can quickly jump in over your head with this very powerful tool designed for major landscaping purposes. For example, if you build a mountain, pulling a central tile up to a height of 31, and then decide you don't like it, you can't just undo the action. You'll find that your mountain



Land moving costs a lot of money.



won't return to the earth in the same way you built it up. The outermost blocks will freeze into place, moving slower than the innermost, leaving you with something like a stadium. This happens even when you return the center tile to the sea level of six.

TIP

Create unique landscapes by alternately raising and lowering tiles with the crater/mountain feature. Lift one region up, then lower it by selecting a different tile within the affected region. Then raise the land again by selecting yet another tile in the same region.

Again, the *RollerCoaster Tycoon* game won't stop you from acting silly with this feature in your park. If you want to raise or lower large areas of the ground, go ahead. When you lower ground that holds a path or a structure, you'll pay \$160 for the first block lowered, and then the regular \$80 per block thereafter. If you do this, you'll end up with supports built all around, leaving your park looking like some futuristic movie set.

Likewise, if you raise large areas, the ground will move up, but paths, stalls, and rides will remain at sea level. This results in an odd-looking park resembling an ant habitat. As you grow more skilled at using this feature, you can use it to provide some interesting scenery for your guests.

Water, Water Everywhere

As a landscaping tool in the real world, you can't beat the appeal of water. Lucky for you, your guests like it, too. Good water placement can help make your park more pleasant. Water alongside pathways, or near benches, gardens, and eating areas, will make your park a beautiful place. You might even win a Most Beautiful Park Award. Canals can also help make your park look nice. These waterways can extend from a larger pond or lake and give boaters on the lake a chance to explore the park from the water.

You might try placing a man-made pond or lake at the base of hills on rides. That increases the excitement of the ride, giving guests the feeling that they're going straight into the drink.

Finally, try to resist the temptation to use the Water tool like a vengeful god, lying in wait



and suddenly making water appear beneath your guests' feet. Although your other guests would probably consider it an awe-inspiring sight to see a water-filled column come shooting up from the earth, your trapped visitor will drown quickly. That doesn't do good things for your Park Rating.

To add water to a single tile, lower the selected tile one block with the landscaping shovel as described above, switch to the Water tool, select the lowered block, and raise the block up. It will return to surface level filled with water, and \$25 will drift away. Use this approach for canals and small ponds here and there.

You can change the size of the water-filled area the same way you did with the earth-moving shovel by using the "+" and "-" tabs in the Water Window. But use caution. Just as ground moving gets expensive very fast, so does water work. You'll pay \$25 for one tile of water, \$100 for a two-by-two section, and so on until you end up paying \$625 for moving a five-tile-by-five-tile chunk of water.

TIP

You get no refund if you remove water or return land to its original condition. So make sure you only move your land or water once.

If you want to fill an irregular space with water, enlarge the affected area by using the "+" key, roughly place the water grid lines over your lowered ground, and raise it. Water will fill up to the surface level, regardless of the elevation of the lowered ground. But make sure you stop at the surface. If you continue to move the mouse, the *RollerCoaster Tycoon* game will assume that you want to raise a column of water and then charge you for it.

After you get comfortable with the Water tool, try moving a step beyond simple canals and single-tile areas of water. You can easily create ponds and even lakes by first using the Landscape tool's crater/mountain feature to hollow out a large area in either a simple crater shape with one central deep point, or an irregular area with several depressions.

Once you create a depression, expand the Area of Effect in the Water Window and raise your water up to the surface. A very important note regarding lakes: Start to fill in from the edges, then fill in the center as a finishing touch. Otherwise, you run the risk of raising the water in the center above the surface level. Filling in your lake from the edges solves this problem for you.



TIP

Once you finish your lake, it will act as a duck attractor. If you don't want the waterfowl around, build fences, trees, or hedges around the water.

Cover Me— Custom Ground and Edge Cover

Inside the Land Window, you find options for covering the ground in your park. You can choose grass for \$30 per tile, sand for \$10, dirt for \$8, and gray rock for \$12. Likewise, you get four choices for covering the exposed vertical edges of raised land. You can use rock, brick, rusty iron, and wooden edge.

You'll find it very easy to change the ground cover. Simply click on the type you'd like in your park, then click on the tile you want to cover. For efficiency, increase the Area of Effect from the topmost window in the Land Window to cover more ground, literally.

Pricing for this little facet of your park's appearance can get complicated, so pay attention to the details. Every scenario starts with a default for both ground and edge cover. For example, Forest Frontiers uses grass ground cover and rock edge cover. If you work within those defaults, you won't pay extra to add a custom edge when you raise the ground. However, if you raise the ground and use an edge other than the default, it will cost you \$10 per tile you move.

If you only want to change the ground cover from one type to another and don't plan to raise any of the land, make sure you don't click on an edge type. Even if you only change the ground cover, you'll still pay the \$10 edge fee, resulting in the price for a single tile of sand jumping from \$10 to \$20.



With judicious use of the Land and Water tools, lakes can look quite nice. But beware of the price—this lake cost \$30,000.



While you can probably afford this goof with a single tile, accidentally changing a three-by-three section of grass to gray rock with the rusty iron edge accidentally clicked on will cost you an extra \$90. And no, you get no refunds for switching things back to the default. Once you pay that money, it's gone.

All the different ground and edge covers play an important role when you develop your park's scenery and themes.

THE LAND BUTTON IN CORKSCREW FOLLIES AND LOOPY LANDSCAPES.

The means to moving earth got a little facelift with the *Corkscrew Follies* expansion pack. The basics are still there, although your choices have been increased.

Along with the choices for land covering you had in *Corkscrew Follies* adds brown dirt, brown dirt with clumps of grass and roofing tiles (more on these in a moment). Additional coverings for exposed edges include yellow wall, black wood, red wall and gray wall. While these may seem to be purely cosmetic changes, do a quick little exercise: from the land window, select roofing tiles from the ground cover choices and wooden edges from your edge choices. Now, on an open spot of your park, pull a tile one block up. Not too impressive, right?

Now, select a corner of the block and lift it. Select an adjacent corner and lift. The roof tiles formerly on the ground have changed slightly in their appearance and your boring chunk of land has now been turned into a small shed! Use this method to create barns for your Roller Coasters to shoot through as well as 'buildings' to send your Ghost Trains through.

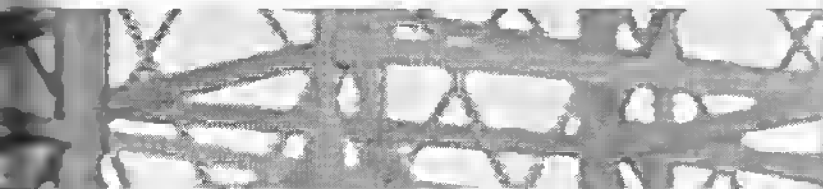
Ice coverings and skyscraper edges highlight the new additions to *Loopy Landscapes*' land button options. The ice land coverings and walls are essential for any arctic themed ride or park. Use the skyscraper edges and proper roofing tiles to convert vertical pieces of land into towering skyscrapers.



Not quite a masterpiece yet...



That's better—you've made a building!



The Arboretum, Classical Roman, and More—Scenery and Themes in Your Park

If you forget the scenery, you'll have a boring park, and everyone knows what guests will do when they find the park boring. Yep, they'll leave. All the scenery you add to your park will increase your park's atmosphere and rating by making your guests stay longer and remain happier.

Feel free to pepper your park with trees, hedges, fences, flowers, fountains, statuary, and even entire "worlds." In addition, a few well-placed trees can actually add to the intensity of some rides, making guests on those rides even more excited about your park.

NOTE

CORKSCREW FOLLIES adds one more fountain—a water fountain you can place in any body of water. Perfect for use at the bottom of Coaster hills over water!

All in all, adding scenery and creating themes in your park won't hurt, except for the pain of parting with a small amount of money. The benefits will more than make up for the cash outlay.

CAUTION

Work to balance your park between form and function. Your guests appreciate a nice-looking park, but too many gardens, orchards, and green areas can get them lost.



Scenery can help you make your park look the best it can possibly look.



Adding Vegetation in Your Park

The Scenery and Gardens Window offers you three categories of vegetation to add to your park: trees, shrubs, and tropical greenery. All have their place in a park environment.

Trees, tropical or otherwise, offer two benefits: They provide shade, and they can hide the more exciting parts of rides from the view of guests on walkways. Hiding parts of the ride makes guests wonder about unknown factors on the ride, which boosts its intensity. Plant plenty of big, leafy trees along your pathways and near benches and eating areas to cool your guests during the summer months. Also throw in some tall trees to cover up dips, loops, and other aspects of your rides that you want to surprise your guests with.

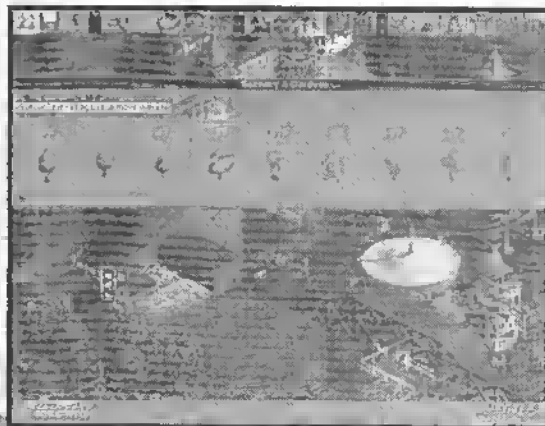
Aside from the two direct uses discussed above, trees can create a very nice atmosphere around eating areas and other calmer places, as well as improve the overall appearance of rides. For example, a couple of tall trees in front of the Haunted House will add to the illusion that this ride was once a house with a yard.

Try to use trees and shrubs appropriately. For example, a cactus looks best in the desert or on sand ground cover, not in the middle of a lush, temperate rain forest.

Shrubs and hedges work best as pathway accents, keeping your guests on the paths and preventing them from wandering away. Note that most shrubs and hedges only use one-quarter of a tile or one edge of a tile, and you can use that to your advantage. Why not spell out the name of your park on the hillside?

One special subcategory among the shrubs, topiary, requires a closer look. Your groundskeepers have worked extra-hard to provide you with these shrubs carved to look like ducks, squirrels, mice, and some rather interesting geometric shapes. These will enhance the atmosphere in your park a little more than regular shrubbery due to their inherent entertainment value. Place any topiary shrubs where large crowds can see them for maximum benefit.

Flower gardens enhance the beauty of any place you put them and make guests happier, so plant them near queue lines and areas that see large crowds. Also,



remember your flowers once you plant them. Parks in arid settings, such as Dynamite Dunes, require some Handymen to make sure the flowers stay watered and alive.

CAUTION

If you forget to water flowers, they will turn black and die. No one, and especially not your guests, likes dead flowers. Hire a Handyman to keep them watered.

If you goof while placing your greenery or need to clear some trees and shrubs from the path of upcoming construction, you can right-click on them whenever you work in windows involving scenery, land, water, or footpaths. Plan ahead with your trees and greenery, though. You get no refund for removing trees. Generally, greenery removal costs approximately half of what it cost to place the tree or shrub.

Non-organic Scenery

Use walls and fences in the Scenery and Gardens window for appearance only, as your guests will rarely stray from the footpaths. If you use them correctly, walls and fences can enhance the atmosphere of an area, such as a spooky wrought-iron fence around a Haunted House.

NOTE

CORKSCREW FOLLIES also offers the use of Banner Signs that can be spread over a footpath. Once placed, the Sign window opens, allowing you to write custom text on the sign.

Statues and fountains contribute to your park's atmosphere, but otherwise have no practical value. Even the largest giraffe statue provides no shade, and fountains have very little, if any, cooling effect. Still, fountains near water rides do add to the water theme, and both statues and fountains add to your guests' overall enjoyment of your park. Place them where large crowds will see them.

Themes

As your Research and Development Department continues to crank out the hits, it will create themes as well as attractions. The availability of these themes depends on your scenario, and even if you pump lots of money into R&D, you can't use all the themes at once.



Themes are available in the Scenery window, and include statues, walls, fountains and other scenery all centered on a particular idea. The themes offered by the *RollerCoaster Tycoon* game include:

- **Mining Theme**—mine shafts, huts and wagon wheels add to the frontier illusion of this theme. Used best in desert environments, but can add a thrill to any ride.
- **Roman/Classical Theme**—classical fountains, columns, statues, temples and even a coliseum make this theme ideal for use with tiled footpaths. Can be used with any rides.
- **Wonderland Theme**—fantasy, playing cards, chess pieces and mushrooms abound! When your Research and Development team tells you this theme is available, they've also added a black and white ground cover under the Land button as well.
- **Mars Theme**—Odd artifacts and weird sights combine well with dirt or red pathways, especially effective near 3D Cinemas, Motion Simulators and high-tech looking rides.
- **Egyptian Theme**—the pyramids, sphinxes, ancient-looking columns and obelisks of this theme look best in the desert with sand pathways. Coasters circling a pyramid will score big with your guests.

The themes of *CorkScrew Follies* also come with banner signs and themed walls for all the above themes as well as the new themes below.

- **Jungle Theme**—like the games' other foliage, this theme consists mainly of dense vegetation as well as an elephant skeleton. A perfect addition to a River Ride.
- **Jurassic Theme**—just like that other park! Five dinosaur models to thrill your guests, as well as plenty of bones to scatter all around.
- **Spooky Theme**—perfect for planting around your Haunted House to drive up excitement. Scatter some dead trees and grave markers around before planting the big skeleton guy in the middle of the yard.
- **Abstract Theme**—geometry class returns in a big way, with three-dimensional cubes, spheres and multi-sided objects that can be mixed and matched with the Martian theme.

Loopy Landscapes provides several unique theme categories to compliment the equally unique scenario locations.



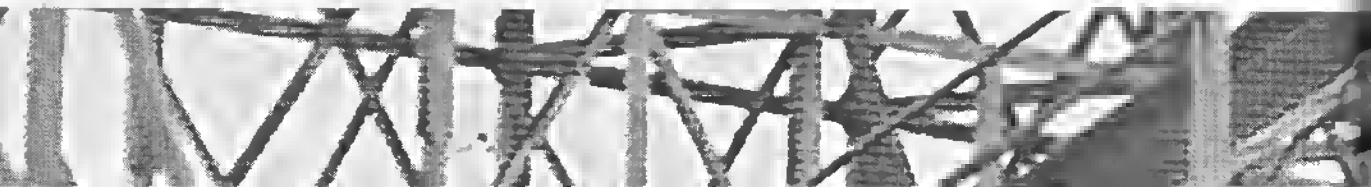
The Spooky Theme offers creepy equivalents to shrubs, trees, and statues.

- **Snow and Ice Theme**—snow dusted objects such as trees and walls are included as well as a large Snowman and an impressive Ice Palace.
- **Medieval Theme**—multiple walls and towers make it possible to build a variety of castles. Period houses and smaller objects fill out this theme.
- **Space Theme**—rocket ships and space capsules highlight this futuristic theme. There's also a couple of bizarre alien trees.
- **Creepy Theme**—similar to the Spooky Theme, this one adds a number of large pumpkins, skulls, statues, walls, and trees.
- **Urban Theme**—large skyscrapers, Tenements, and Victorian homes provide a contemporary approach to any park.
- **Pagoda Theme**—houses and buildings designed in a Far Eastern motif add a unique atmosphere to any ride or park.

Ride Entrance/Station Themes

Loopy Landscapes provides several selectable themes for station platforms and ride entrances, allowing players to extend their themes even more. These theme options can be selected under a ride's Color Scheme menu.

- **Canvas Tent**—a striped circus tent motif which looks good on Merry-Go-Round and Circus Show entrances.
- **Wooden**—entrance and station platforms are constructed with rough slats of wood; a good choice for the Mine Train Coaster.
- **Castle (Grey and Brown)**—rough blocks of stone create a Medieval fortress appearance out of any ride.
- **Log Cabin**—structures built with large logs give rides a rustic appeal.
- **Jungle**—rusted tin roofs and thatch walls create the ambience of an abandoned safari outpost.
- **Classical/Roman**—entrance and station perimeters are flanked by large white stone columns.
- **Abstract**—the steel rod and colored glass entrance looks good on the 3D Cinema.
- **Snow/Ice**—entrances and stations look like igloos, constructed from large blocks of ice.
- **Pagoda**—sloped roofs and intricate wood paneling provide a dignified appearance.



- **Space**—this theme features futuristic chrome roofs and walls with elliptical windows.

The order in which the themes become available will vary depending on the scenario and your R&D team's progress.

When you develop themes for areas of your park, remember to be consistent. For example, if you chose to place a Mars Theme (complete with dirt footpaths and dirt ground cover to simulate Martian soil), separate it from your next area. Use trees, a small ridge, or a curve in the footpath. Suddenly shifting “worlds” can jar your guests.

A Final Word on Scenery and Themes

If you develop a keen eye for scenery and themes and make your park beautiful, your efforts will pay off in several ways. First, as mentioned earlier, attractive parks keep your guests happy, making them likely to stay in the park longer and spend more money. Second, a well-designed park can win the Most Beautiful Park Award, which has similar effects to advertising your park without any of the costs. Third, guests who like how your park looks will often take pictures to show to the folks at home. And don't forget the ego boost you'll get when you see your guests enjoying themselves.

Your Park's Worst Enemies

A clean park is a happy park. Clean parks look better, and guests in clean parks stay happier than those in parks full of trash, vomit, and benches broken by vandals.

Face it. Guests in the *RollerCoaster Tycoon* game are meant to act like real people, and they can get pretty gross. A sick guest will throw up on the sidewalk, a frustrated guest will break a bench, and slobs will drop food wrappers, park maps, and other trash everywhere if you give them the chance. The key to success here? Don't give them an opportunity to mess up the park you worked so hard to create.

Vomit

First, deal with vomit by keeping your guests' food in their stomachs. Rides with high Intensity and Nausea Ratings will make guests sick, so be ready for them after they get off the rides that turn them green in the face. Place benches near the exits of all your rides with a Nausea Rating of 5.00 or higher. Sick guests will sit there until they feel better and their cheeks return to a nice, rosy color.





Of course, you don't want to load that vomit gun if you can avoid it, so never place Food Stalls or Drink Stalls near the exit of rides with a substantial Nausea Rating. For that matter, you'd better not place them near the entrance of the ride, either. Just keep food and drinks away from the rougher rides, and you can avoid the worst of the vomit problem.

Unfortunately, you can't completely stop guests from getting sick. Despite what they may tell you, guests tend to have a lower tolerance for nausea than they'll admit. Once they get off those intense rides, look out.

NOTE

Amazingly, as soon as most guests throw up, they'll put on a happy face and act like nothing happened.

If you find vomit on the ground, get it cleaned up as soon as possible. If you notice that vomit seems to cause a problem in a particular area, put a Handyman there and set his patrol areas to include the trouble spot.

Trash

A simple problem with a simple solution. If trash piles up in your park, that means your guests can't find any other place to put it other than the walkways. It's that simple.

Place trashcans near all your food stalls and on every fifth to eighth tile of open pathway. They don't cost much, so don't worry about overdoing it. The presence of the cans will inspire your guests to give a hoot and not pollute.

As an extra precaution to prevent trash from spreading throughout your entire park, consider placing your Food Stalls in a food court-style area. A large, centralized, paved area with a few Food Stalls will work for a small to moderate-sized park, and you can add new courts as your park gets larger.

Stock the courts with plenty of trashcans and assign a Handyman to each court (more on this later). That way, you'll keep your mess centralized and keep your Handyman busy.



Vandalism

“Not in my park!”

Yeah, right.

You'd like to think it doesn't happen at amusement parks, but it does, and it will happen to you. Guests become vandals when they get mad. Not just frustrated, but full-blown, red-faced furious. You can spot these guests using the Guest Information button on the main toolbar. From there, you just highlight the red-faced guest, pick him up with the pincers, and toss him out of the park, right?

Wrong.

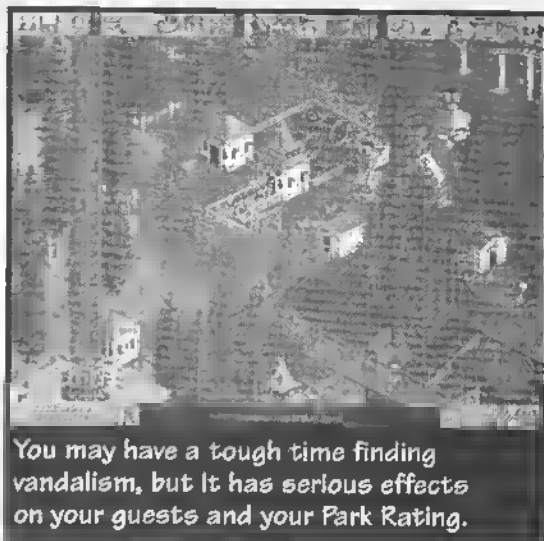
Just because guests get mad doesn't mean they will become vandals, so you can't convict them before they act.

Vandals strike out at society in the *RollerCoaster Tycoon* game by destroying benches, tipping over trashcans, and breaking lights. You'll probably have to zoom in and look very carefully to see the damage. You can handle vandalism most effectively by taking a walk through your park after you receive the message that your guests complain about the vandalism.

Slowly move along your footpaths, looking at them from all angles until you find the evidence. Once you locate the broken benches, tipped trashcans, and broken lights, simply replace the broken items using the Scenery button from the main toolbar. Good as new.

As an alternate anti-vandalism strategy, you could remove all your benches, lamps, and trashcans. While this tactic may work initially, your guests will get tired, your park walkways will collect litter, and your guests will end up less happy. Besides, benches, lamps, and trashcans give your park a “real” look.

You can best address vandalism in your park if you prevent it from happening in the first place. Try your best to keep guests from becoming bored when they walk on long stretches of pathway by placing shops and scenery alongside. Keep your guests amused, and you'll never end up with a park full of vandals.



A black and white photograph of a roller coaster track. The track is made of wood and metal, with a series of flags flying from poles in the background. The roller coaster cars are visible on the track, and the overall scene is set against a bright, possibly overexposed sky.

10 Your Staff

Your park can't run itself. You must hire some staff to make sure the rides don't break down, the guests stay entertained, the park stays clean, and the vandals don't break all your benches.

The *RollerCoaster Tycoon* game lets you hire four types of employees via the Staff button on the main toolbar: Handyman, Mechanic, Security Guard, and Entertainer. One important note before we look at each employee individually: Make sure you reach an employee balance, especially if you start from a bare-bones park.

They're not volunteers—your employees' salaries come out of the park's operating budget and can eat into your budget for new rides if you do too much hiring. Try to determine how many employees you need to get by and maintain a safe, clean park with operating rides. Don't overdo it and give all your guests their own personal Handyman.

Employees and Costs

TYPE OF EMPLOYEE	COST PER MONTH
Handyman	\$35
Mechanic	\$55
Security Guard	\$45
Entertainer	\$40

Handymen

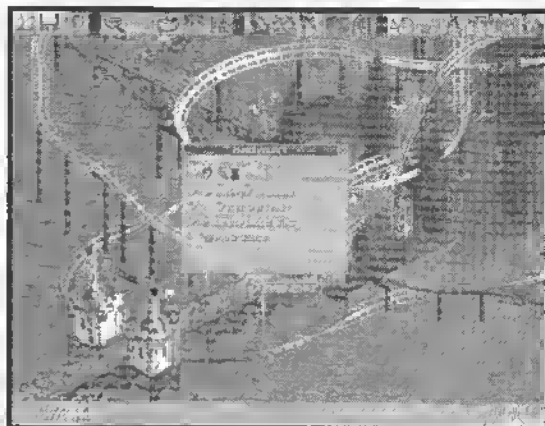
The janitors of your park. Your Handymen do all the jobs you wouldn't want. They mow grass, water plants, clean up walkways, and empty trashcans. They serve as front-line warriors in the fight to keep your park clean and your guests happy.

Without Handymen, your park will quickly accumulate loads of trash, vomit, and other grossness that will cause guest complaints and a severe decrease in your Park Rating. Let it go for too long, and you'll receive the Dirtiest Park in the Country Award, an honor no one covets.



Your Handyman have four basic duties: Sweep the footpaths, empty trash bins, water gardens, and mow the grass. You'll find all these jobs important, but not necessarily essential. As soon as you hire a Handyman, his own box will pop up. Uncheck the Mow Grass box in his job description.

Especially during the early days of your park, mowing grass can easily consume up to 80 percent of your Handyman's time. Your guests won't notice if he mows the grass, and neither will you. Let it grow. Think of those fields of un-mowed grass as future ride sites.

**TIP**

If unkempt grass really bothers you, select grass as ground cover, click the Landscape tool, move the shovel to the offending tile, and left-click the mouse. Bingo! You have clear land.

If you start from the ground up with your park and haven't added any planters with flowers or shrubs yet, uncheck the Water Gardens option. In addition, if you play a scenario that features a lot of rain, you don't need to waste your Handyman's time with watering. Finally, if you're in the desert, water your gardens or they'll turn black and die. That will inevitably lead to guest complaints and a decrease in your Park Rating.

In a bare-bones park, three Handyman can handle the trash—for a while. As time goes by and your park gets larger, you'll want to add more Handyman to your payroll and assign them specific patrol areas (more on that in a little bit).

If you jump into a scenario with a well-established park, you can bet that the former park management stretched their Handyman too thin. As soon as you get an advanced scenario up and running, check out your Handyman's locations and assignments. No one likes a big, crowded, litter-filled park.

Mechanics

Without Mechanics, your park will literally grind to a halt. If you've started a scenario without Mechanics and had a ride break down, you already know this. Even the greatest of guests won't volunteer to fix a broken ride. So you'll need a Mechanic.

Mechanics have two very basic duties: Inspect rides and fix rides. You could uncheck either the fix or repair function of the Mechanics, but don't. You may need them to do either at the drop of a hat.

Every minute counts when you have a broken ride, as guests get unhappy and your Park Rating goes down. But you should check on your Mechanic before you pick him up with the pincers and toss him at the broken ride. If he's near the ride, let him get there on his own steam. Picking up a Mechanic breaks the radio contact that told him to fix a ride. Even if you put him down at the broken ride's exit, he'll probably walk around for a little while until he gets the radio call again. And he may not get the call at all. If it goes to another Mechanic farther away, even longer delays could result.

The pincers will serve you well if you don't have many Mechanics and you need help with a broken ride on the other side of the park. In a case like that, you will save time by picking him up, so grab those pincers.



TIP

Work to decrease the time between ride inspections by your Mechanics. You'll prevent breakdowns in the long run. Aim to hire enough Mechanics so you can inspect each ride every 10 minutes.

Security Guards

Probably your most unappreciated staff member as you build your park. Security Guards have only one duty: preventing vandalism. They don't have a job description like the Handyman or Mechanic. Your guards act pretty passive, though. If you follow one of your Security Guards, you won't see any high-action crime drama. Security Guards stop vandalism simply by being present and visible inside your park.

The prudent approach is to hire one Security Guard as soon as you open a new park. That way, your guests will know he's around and frowns on bench breaking and other such activities.

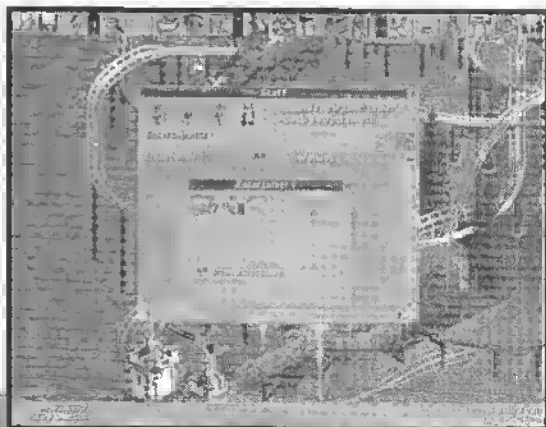
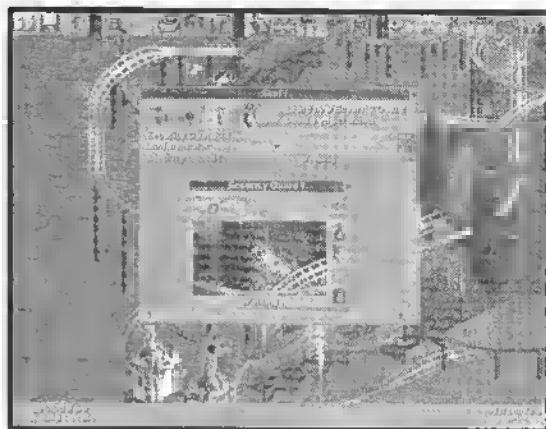
Security Guards will prevent vandalism, but don't fall into the trap of too much of a good thing. Try not to create your own personal army of Security Guards. Even your most law-abiding guests will begin to feel uncomfortable when the Security Guard-to-guest ratio approaches one-to-one. One Security Guard for every 100 people should cover your park adequately.

You should work to keep enough Security Guards on the payroll, especially as your park grows and becomes more crowded. Crowded parks cause some guests to lose their cool, and then you need the guards. But if you want to help your Security Guards, make them feel unneeded. Keep your guests happy, and you won't have any problems with vandals.

Entertainers

You won't find Entertainers very important as you build your park, but you'll want them later on, as the park grows. Entertainers perform two major functions.

First, they can increase guests' happiness levels as they queue for a ride. A good rule of thumb: Add one Entertainer for every



50 people or 10-minute wait in line. Apparently, kids get happy out of sheer childhood innocence when they see an Entertainer, and adults get happy because it's not them inside of that hot costume.

Second, your Entertainers boost your Park Value. But the *RollerCoaster Tycoon* game will see you coming a mile away if you try to fill your park with Entertainers. Park Value will rise and then level off after about 10 Entertainers.

Whereas your other employees had job descriptions, the Entertainer Window lists costumes to wear—Panda, Elephant, or Tiger. No one costume gives you an advantage over the others, but you may find them useful if you want to establish a theme or color-coordinate your park. And no, vandals do not target Entertainers. In reality, Entertainers can prevent vandalism by amusing guests.

Walking the Beat—Patrol Areas

While you can allow your employees to roam the park (and they will roam, sometimes exhibiting an apparent fear of crowds and making a beeline for the park's perimeter), you probably should not. The best strategy: Assign them specific areas to patrol by using the Patrol Area button in the Employee Window.

Click Patrol Area once, and you'll outline a four-by-four grid of blue tiles representing that employee's designated area. Click again, and another four-by-four area will light up next to the first.

Try not to assign one employee an area larger than 16-by-16 tiles, or four clicks of the Patrol Area button. If employees try to cover too much ground they'll slip up, missing trash, vomit, and vandalism in their areas, and your guests will notice it immediately.

If you notice consistent vomit on the paths, broken benches, and rides not being fixed quickly, you can bet your overworked, underpaid employee is somewhere off camera complaining about his lousy boss.

As a rule, and as soon as you can afford it, try to assign one mechanic to each ride shortly after the ride is constructed, and then decrease



Assigning Patrol areas is easy and keeps your employees working.

the time interval between inspections as the ride ages. To accomplish this, simply keep an eye on each Mechanic's Patrol Area as the park matures and decrease Patrol Areas as you hire new Mechanics, until each Mechanic is patrolling a small area that includes the exit to just one ride.

This may seem like an overkill, but your rides will hum along more smoothly, and you won't have to hunt down a Mechanic every time a ride breaks down. Also, make sure your Mechanics can reach the broken-down rides. They're human beings just like your guests and need to get into rides using the same exits your guests use. Make sure their patrol areas allow access to your rides' exits.

Until you can assign a Mechanic to every ride, try to keep your Mechanics' patrol areas in mind, so you can take action only when you must. Why hustle yourself to a broken ride when its Mechanic is on the way?

When a radio call goes out, it will go to the Mechanic closest to the malfunctioning ride. If you don't have Patrol Areas set for your Mechanics, 'closest' may mean on the other side of the park. That's why you'll occasionally get the message that a ride STILL hasn't been fixed. Ideally, you want a Mechanic nearby all your rides, keeping his travel time to an absolute minimum.

As you did with your Mechanics, do with your Handymen and Security Guards. Put them where you need them most. For Handymen, assign patrol areas near exits of rides with high Intensity and Nausca Ratings and near food areas because your guests won't always find the trashcans. Don't hesitate to shrink the patrol areas and decrease the Handyman's task list as needed.

TIP

If messy footpaths remain a problem for your park, hire Handymen and uncheck every assigned task except sweeping the paths.

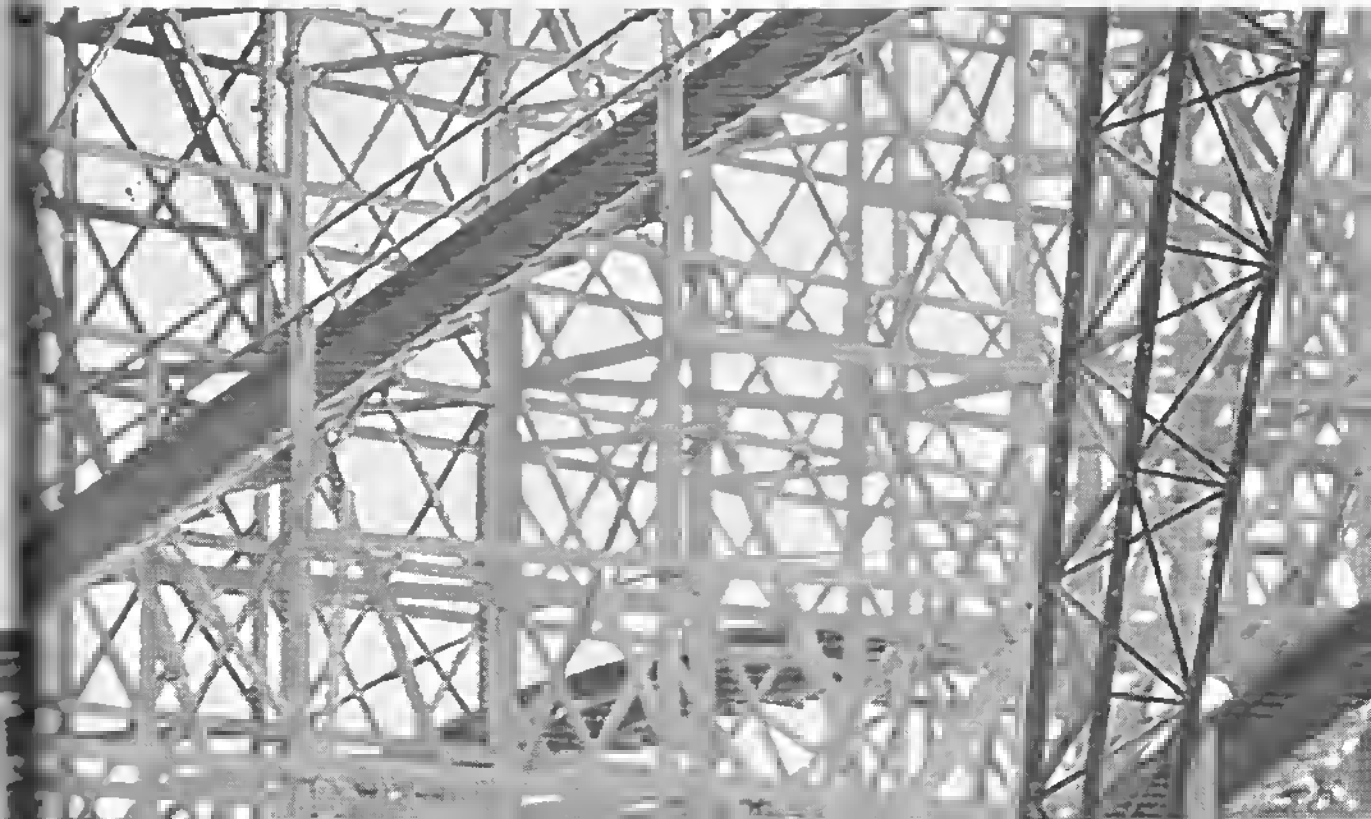


You'll get your money's worth out of Security Guards if you assign them patrol areas near vandals' favorite targets—benches, lamps, and trashcans. If potential vandals see a friendly guard walking by, they probably won't commit any misdemeanors.

Assign your Entertainers to areas with large queues and long stretches of boring footpath to prevent vandalism. Lone Entertainers wandering through your park may make a guest here or there happy. But for maximum effect, keep them near large numbers of people in lines, cheering up your guests and preventing violence.

As your park gets larger, you can easily forget which areas have patrols and which don't. To show areas patrolled by all the members of an employee class, click the Staff button on the main toolbar, select an employee class, and then click the Patrol Area button in the main window. Areas patrolled by those employees will light up, showing which areas of your park need attention.

Finally, if you remember only one golden rule about your employees, remember this: Check up on them. Your employees will spend most of their work time walking. Make sure they keep walking in the right areas and perform their jobs in a timely manner. Handymen are notorious for wandering off and not looking back, thinking that they'll find a footpath over that hill near the park border.





11

Your Guests

Face it. You go to a lot of trouble to benefit these folks, so shouldn't you take a little time to get to know them better? After all, knowing and understanding your guests, and their likes and dislikes, helps you make them happy and increase your Park Rating. You'll find learning about your guests is time well spent. After all, the *RollerCoaster Tycoon* game sets one major goal that you hear about over and over. To (all together now) make your guests happy.

A Close Look at Your Guests

By now, your park should hum along smoothly with guests all around. Left-click on one—any guest will do. Once you do that, the Guest Information Window for that particular guest will pop up, with a window in the center that follows him around the park.

Move to the second tab from the left to check your guest's mood and physical state. Every guest's condition consists of a combination of six categories: Happiness (measured by a green bar), Energy (measured by a green bar), Hunger (measured by a red bar), Thirst (measured by a red bar), Bathroom (measured by a red bar), and Nausea (measured by a red bar as well as the guest's face). Red bars for Bathrooms, as you can guess, only show up when a guest feels discomfort in one of the last four categories. If the red bar reaches three-quarters, consider the guest's discomfort severe. You can also check out a guests' Preferred Ride Intensity at the bottom of the window.



Your Guest Information Window offers loads of data, from what they think to how much money they carry.



Your guest's overall mood is a blend of the six categories. For example, if your guest looks more red than green, he probably feels pretty cranky, and you can usually see that on his face. More green than red, and your guest feels happy, and will sometimes even break into a huge smile for you.

Let's look a little closer at these categories.

- **Happiness:** Want to make your guests happy? Make sure they enjoy plenty of fun rides with high Excitement Ratings, low-cost attractions, and plenty of areas to rest and eat. Mild rides and Entertainers maintain happiness. On the other hand, long lines, long walks without benches, large areas with no food, drink, or Bathrooms, and poor rides with low excitement values bring your guests' happiness down.

Guests enter your park with a default happiness of about half of the green bar. Guests who leave your park happy tell their friends about your wonderful park, and those friends show up at your front gate.

- **Energy:** Once your guests lose their energy, you have only one way to jazz them up again—put them on a good Coaster or other ride with a high Excitement Rating. Otherwise, they'll walk around slower than your other guests, and their happiness will start to erode.

At times, you'll swear your guests with low energy become childish, because their actions progress like this: They lose energy, get tired, get lost, and complain that they just want to go home. If they're not lost, these guests will head for the park's exit. A Thrill Ride near the entrance/exit can lure a few of these sleepy-eyed folks in for a quick pick-me-up, after which, they head back into the park. Guests enter your park with half of the green bar, the default value for entering guests' energy.

- **Hunger/Thirst:** The default value for both of these categories starts at zero as guests enter the park, but it slowly begins to climb until their stomachs seem to scream. If you randomly sample your guests by using the Guest Window, you may find many of them hungry and thirsty. Perhaps you should then rethink your Food Stall strategy.

TIP

If you want an instant poll of your food and drink prices, pick up hungry or thirsty guests and place them near food. If they buy food, great. If not, look at their reason. Your food may cost too much, or they may want a specific food they can't find in your park.

- **Bathroom:** A no-brainer. You need them. Don't worry, because your guests may vomit on the paths, but they'll wait until they find a Bathroom for other business. If you try to play Good Samaritan and help out guests who have a flashing red Bathroom bar and really need to go, don't take offense if they spurn your pincer-aided lift to the Bathroom. On occasion, even the most desperate will turn and walk away from nearby relief.

If you consistently find guests with blinking red Bathroom bars, you probably want to add a few Bathrooms around your park, or make your pay Bathrooms free.

- **Nausea Tolerance:** Now you learn the sad truth about your guests—they lie. The nausea tolerance value gives you the evidence, pure and simple. While you can use nausea tolerance as a rough guide regarding which rides a particular guest will ride, don't trust them when they tell you what they can handle.
- **Preferred Ride Intensity:** A good measure of who will ride which rides. Remember however, you're only looking at one guest. If you find a single guest who likes rides with Intensity Ratings of 11-plus, don't take that as a signal to build a quintuple-loop Coaster. You just know one guest's preference. This information may satisfy some curiosity, but it has little practical value.

You don't believe it? Check the Nausea Rating of any given Coaster, then check the nausea tolerance of a few guests in line. Even check some of the guests who have just gotten off the ride. Interesting, huh? Not only will guests with an average nausea tolerance ride attractions with high Nausea Ratings, but even guests with low tolerance will occasionally ride those rough ones. Now you know who makes all those messes at the exit. Again, a curious piece of information, but not that useful on the whole.

Guest Stats 101

The next tab over from the guests' mood information gives simple statistics for each guest: Rides ridden, items eaten, items drunk, souvenirs bought, and time spent in the park. You can make wise use of the information collected with this tab.



When you have a free moment, head over to the entrance/exit of your park and click on guests leaving. Check the statistics of these departing guests. How many rides did they ride? How much did they eat and drink? Most importantly, how much time did they spend in the park? If they stayed inside for two hours or more (and they weren't hopelessly lost for an hour and forty-five minutes), they probably had a good time, and the face on their Mood tab should reflect this.

Generally speaking, guests who stay in your park for an hour or less didn't have a great time. You could waste time wondering why they went to your park in the first place, but perhaps you should try a more practical approach: See what they didn't like. You can do this by reading their mind, which we'll discuss in a little bit.



Pick Their Pockets—Following the Money

The tab with the coin, and the tab with a guest holding out his hand, work together. One will tell you what your guest bought, while the other will tell you just what your guest currently carries.

Looking at the financial breakdown, you can see how much your guest spent on admission, rides, food and drink, and souvenirs. You'll find the final three numbers interesting, but they become more interesting when you compare them to the first statistic. This tab shows how a large admission price can ruin your chances for inside-park income from your guests, and decrease their happiness at the same time.

For example, if your guest must spend \$60 of the \$70 he brought to get into the park, he only has \$10 left to spend on drinks, food, rides, and souvenirs. What would you prefer, a guest spending all his cash left over after your affordable admission price on rides, food, etc., and becoming happy, or a guest walking around your park in a funk because he can't afford anything? Here's a hint: One will drag your Park Rating down, and the other won't.

Psychic Guest Network— Reading Your Guests' Thoughts

Between the guest purchases and financial tabs sits the Recent Thoughts tab, which grants you access to your guests' most recent thoughts. Sure, you'd like to get some compliments, but your goal here is to learn whether your guest has become a walking fountain of negativity. Guests will complain about being tired, hungry, thirsty, nauseous, and needing to find a Bathroom. But you can also catch a few other complaints in the Recent Thoughts Window, such as:

- "I'm lost!"
- "I can't find (ride/attraction)!"
- "I can't find the park exit!"
- "I want to go home!"
- "I'm not paying that much for (food/drink/souvenir)."
- "I've been standing in line for (ride/attraction) for ages."
- "I want to get off (ride/attraction)!"
- "This pathway is disgusting!"

While these thoughts may make your heart go out to individual guests, you shouldn't worry about them unless a lot of guests start thinking the same thing. If one guest wants to go home, there's precious little, if anything, you can do to make him want to stay. If you've got absolutely nothing else to do, grab him with the pincers and toss him out the gate. Otherwise, he'll find his own way out.

You could also see these glowing compliments from your guests in the Recent Thoughts window. Such warm fuzzies include:

- "(Ride/Food/Souvenir) is a really good value!"
- "This park is really clean and tidy."
- "(Ride/attraction) was great!"



NOTE

if you play voyeur a little too much, you may find some guests thinking, "I have the strangest feeling that someone is watching me." Even your guests like their privacy.

OK, so you'll hear more complaints than compliments. Well, that's life. Your guests love to complain, but they won't rush to compliment you.

Again, the recent thoughts of individual guests may seem interesting, but you probably shouldn't act on them, and you definitely shouldn't spend park money on them. If you have 1,000 guests, one complains about the price of your pizza, and you considering lowering the price without further research, hold off. Don't react to 0.1 percent of your total guests. Granted, he's a squeaky wheel, but he's only 0.1 percent.

Before you build a ride, lower prices, or hire more employees, you must listen to the people—all the people. In a minute, we'll talk about a powerful tool that will help you get the bigger picture.

Guest Tools—Manhandling, Naming, and Making Them the Center of Your World

On the right side of the Guest Activity Window you'll see four buttons: the pincers that allow you to move the guest anywhere within your park, an identification tag that allows you to name your individual guests, a button with four arrows that centers your main view on that guest, and an information key that transmits information regarding that guest to the Message Window at the bottom of your screen.

You can have a lot of fun playing with these tools, but the tracking information button packs the most punch. It allows you to follow a typical guest around the park and see reactions and responses to how you've set the place up. When you do this, though, keep calm. Remind yourself that in this mode, you don't have to roll out to an emergency every time you hear the message alert go off.



NOTE

You might find it fun to name your guests after your friends and family. It adds a level of connection that you don't get with "Guest 321," and it may keep you a little more honest in the long run. After all, who wants their mom to get stuck on a Roller Coaster?

Polling Your Guests

Never underestimate the wealth of information the Guests button on the main toolbar can provide for you at the click of a mouse. While you can get data from a list of individual guests, you must sift through a stack of constantly changing information to find a single guest. The summarized guests view offers you an easier and more powerful option. It collects data from all your guests and presents it in a clear manner.

**TIP**

If you want to look at your summarized guest data for vital, park-changing information, open the Guests Window and then click the Pause button. Otherwise your guests' thoughts and actions will change every ten seconds.

You can check out either your guests' actions or their thoughts. If you review your guests' activities, you'll find that at any given time, most are walking, sitting, or waiting in line for an attraction. That's good. You'd expect them to do those things. Don't worry about your guests' massed actions unless you see more guests in line than walking. Time to adjust your queues, your ride lengths, and your loading. Check your most popular rides first to make sure they take full loads as quickly as they can. Guests in line become unhappy quickly.

Looking at your guests' thoughts offers you a fascinating opportunity to learn just how well (or poorly) your park affects them. Look at your guests' combined thoughts with your Park Rating in mind. You want to see a lot of complimentary thoughts. You can call it ego, but when guests think good thoughts about your park, your rating climbs.

However, many of your guests don't think complimentary thoughts. Occasionally, you'll discover a complaint or a physical problem dominates your guests' thoughts. "I feel sick" or "This park is disgusting" or "I've already got a (souvenir/food/drink)." If you see the latter thought, it probably means you have too many of the named stalls.

To break down the group thoughts into individuals, click on the lineup of guest faces under any given thought or action. This will give you a list of the individual guests in the list. If you want, you can check out their activities, names, and other information as detailed previously.

Curiously, if you check out guests who complain that they feel sick, you'll often find them back in line for rides with high Nausea Ratings.

A word of warning: Don't leap into action at the first sign of a complaint from even a number of guests. Again, think percentages. If 32 of your 830 guests complain that they feel sick, that's only 3.9 percent of your total guests. At any given time, you'll have at least that many guests on rides with higher Nausea Ratings than they can handle. Remain calm and put your faith in your well-placed benches, Bathrooms, and Handymen.

So when do you worry? When around 10 percent of your guests share a similar complaint about your park, that complaint probably bears investigating. Treat complaints about being lost with a little more sensitivity. These folks can get angry and go ballistic on your benches if you don't look into the problem.

As soon as complaints about being lost pop into the top ten massed thoughts, scour your park. You may find a spot in your foot-path or ride construction that accidentally dumps all your guests onto one tile.

You can also use the polled thoughts of your guests to pinpoint problems with certain



A gaggle of unhappy guests. Time to do something about it.

rides. For example, if you see a ride decrease in popularity over time, learn what your guests think about it. Do they think about it at all? Do they find it too expensive?

In some respects, the massed thoughts of your guests can provide you with some fairly anecdotal information. But they can also provide detailed, up-to-the-minute data that will allow you to run your park better. Learn how to take full advantage of this tool to keep your guests their happiest.

Mood River—Watching Your Guests Go from Ecstatic to Ballistic

Looking at all your guests' thoughts, you'll see a wide variety of emotions play out on their little faces. Those emotions range from passive to happy to outright outrage. As outlined above and in previous sections, nearly everything in your park affects your guests' mood, so, of course, your guests' moods will change constantly.

Low happiness levels can turn their smiles upside down in less than five minutes of gameplay, while tired and frustrated guests will soon turn red in the face if you don't fix their problem.

Red-faced guests are vandals looking for an outlet. Unfortunately, if you want to get them back to a respectable mood, you have only one option: Allow them to break something. If you have the time, set up a time-out box for these would-be vandals.

In a clearing, create a two-by-two paved area with benches, lamps, and trash cans. Pick up your angry guest and place him in the area, allowing him to break park property to his heart's content. Once his color improves, bring him back into your park. But don't place him near whatever drove him to a life of crime in the first place.



Death Comes a Callin'

Thanks to the realism of the *RollerCoaster Tycoon* game, guests can occasionally die. Don't let your shoddy construction remove a pathway over water while a guest walks on it. Any guests on that block of the pathway will fall right into the drink, and you'll get the urgent message that "Guest ____ is drowning!" You've got seconds to open the Guest Information Window and use the pincers to rescue him.

Also, poor construction and lack of adequate test runs on a custom ride can lead to crashes, killing all the guests on the train or car. Needless to say, if guests die in your park, your Park Rating suffers.

So no, tossing lost guests into the water is not an acceptable means of helping them find their way out. We checked, and drowning is NOT a water ride.

Don't let your guests die. No one but villains in cheap horror movies stay happy in a park where the guests are dying.





12

Whither
Weather?

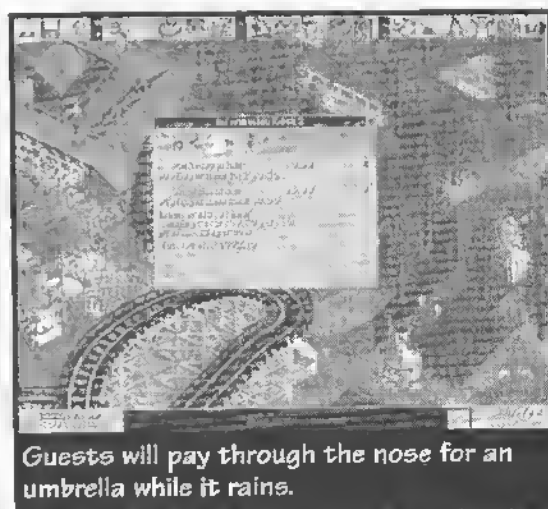
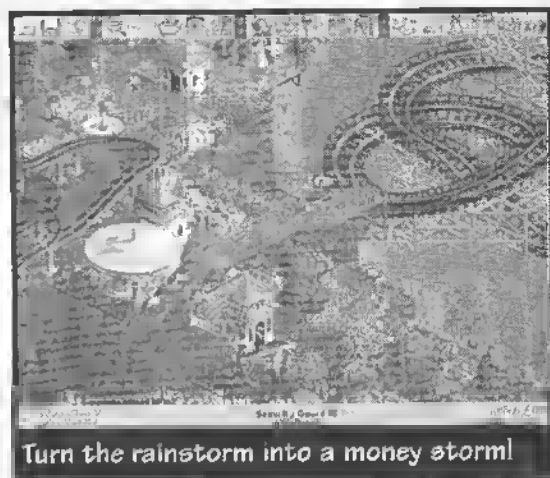
The world of the *RollerCoaster Tycoon* game looks real—or at least as real as your computer can simulate. As such, inclement weather will occasionally crop up, especially during spring and fall, although you may see winter or summer rainstorms. Thankfully, you won't have to worry about snow in the *RollerCoaster Tycoon* game, but rain will cause you enough trouble.

Rain has an immediate effect on your park and patrons. Some guests, concerned for their safety, will stop riding Roller Coasters. Some guests will stop riding outdoor rides altogether, and some will make a beeline for the exit.

However, guests will still queue up for a new ride no matter how hard the rain pours. Also, some riders will let their enthusiasm overcome common sense and get right back on a ride they enjoyed in the rain. Most guests, however, will mill around your park, staying clear of the rides or anything they think presents a safety hazard in the rain.

Not to fear: You'll find a silver lining behind those rain clouds emptying on your park. This rainstorm can become a cash storm.

First things first. As soon as you see a dark cloud or a hint of rain, hustle to your Information Kiosks and increase the price of umbrellas. A dirty trick, certainly, but a time-honored tradition in amusement parks. Don't feel bad jacking the price up to about \$5 when the rain starts to fall, even though they start out costing \$2.50. Guests will do whatever they can to stay dry, and if they like the park and don't want to leave, they'll fork over the cash.



Also, all those guests who would rather not ride Coasters in the rain will want to ride something. Gentle rides and indoor rides always experience a boost in attendance during foul weather. So if you want to bump the price up a little bit on rides such as the Monorail, Steam Train, and Haunted House, go ahead.

Speaking of indoor rides, if your climate tends to dump loads of rain on your park season after season, year after year, you should think about building a big, money-making ride partly or completely underground.

While such rides cost lots of money, they should make the money back when the skies open up again. Your guests love indoor, dark, exciting rides, so they'll probably find an underground Roller Coaster thrilling. This kind of ride remains very popular rain or shine.

We'll talk more about underground rides later.





13

Your Finances

While keeping guests happy can give you a warm feeling all over, never lose sight of the game's cold reality: Your park must make money, just like any other business. Think like an accountant if you want to keep your park running smoothly.

Financial Information Window

This window gives you insight on the financial operations that keep your park running smoothly.

First things first, check your Expenditures and Income Window. Here you can look at your park's "books." They can give you a quick idea of how your park does financially.

Category	Income	Expenses	Profit	Balance
Admission	15,771.00	1,254.00	14,517.00	14,517.00
Food & Beverage	1,254.00	1,254.00	0.00	14,517.00
Merchandise	1,254.00	1,254.00	0.00	14,517.00
Rides	1,254.00	1,254.00	0.00	14,517.00
Stalls	1,254.00	1,254.00	0.00	14,517.00
Shops	1,254.00	1,254.00	0.00	14,517.00
Utilities	1,254.00	1,254.00	0.00	14,517.00
Wages	1,254.00	1,254.00	0.00	14,517.00
Other	1,254.00	1,254.00	0.00	14,517.00
Total	25,000.00	10,000.00	15,000.00	15,000.00

Brother, Can you Spare a Dime?

If you come to a point in your scenario where you're absolutely strapped for cash, you can investigate a few options before going to see the bank man for a loan:

- **Wait:** As long as you don't lose money on a monthly basis, you can possibly get the cash you need by just giving your park and your rides a chance to perform and make money.
- **Remove unnecessary footpaths:** Take a long, hard look at just where and how you make your guests move through the park. Can you find an easier way to go? Often your original path layout won't seem as efficient in your two-year-old park as it did in your brand-new park. You nab \$10 for every footpath segment you pull up.
- **Tear down old, underperforming, or unprofitable attractions:** This will earn you a little money, but at the same time, you lose your long-term earnings from that particular ride's admission, if you charged one. This goes the same for stalls and shops. Use the Rides and Attractions button in the main toolbar to determine your least-profitable and least-popular rides. If one ride or attraction tops both lists, tear it down.

- **Soak your guests:** Raising prices will work for the short term and can pull you out of a hole. But raising prices on admission, rides, and food has long-term consequences, like unhappy guests and, by extension, a poor Park Rating. The key here: If you raise prices to generate capital, write a note reminding yourself to lower them as soon as you have enough money, and put the note where you can see it.

If none of these tactics solves your money woes, then grit your teeth and set your jaw. You probably need to go ask the bank for a loan.

Your Loan and How to Manage It

In each scenario, you'll start off with a loan, ranging from \$1,000 to \$10,000. Don't worry—everyone starts off with a loan. You'll pay it off, and your bank will love you. It will just take some time.

You can ask the bank to increase your loan, but the total amount of money you can borrow from the bank varies by scenario. In general, look at increasing your loan as a strategy of last resort. Remember, one of your secondary goals in the *RollerCoaster Tycoon* game (making guests happy being the primary goal, of course) should be to pay off your loan. That will increase your cash as well as increase your Company Value.

If you feel that you must borrow money, try once again to rethink your strategy a little. Do you really need to build a \$13,000 Steel Coaster in the first year of your park's existence? You can make the same amount in ride admissions as you would on the Coaster with two or three well-placed Thrill Rides in your growing park, as well as bring in a hefty sum from food and drink concessions. Maybe you can wait a few more months to a year.

However, if you can't live without a Coaster or some other money-hungry attraction, keep your loan as close to the actual amount of the attraction as you can, and never, ever raise your loan above \$20,000 total. At that point, your interest payments will start to creep up over \$25 a month, and that creates an expense you don't need.

Loan payments aren't automatic. As you progress through the scenario, make regular appointments with your Financial Information Window and make payments on your loan. Not only will you pay less in interest every month, but your Company Value will start to climb as well. Aim to have your loan paid off by the end of the third year of your park's operation if at all possible.



NOTE

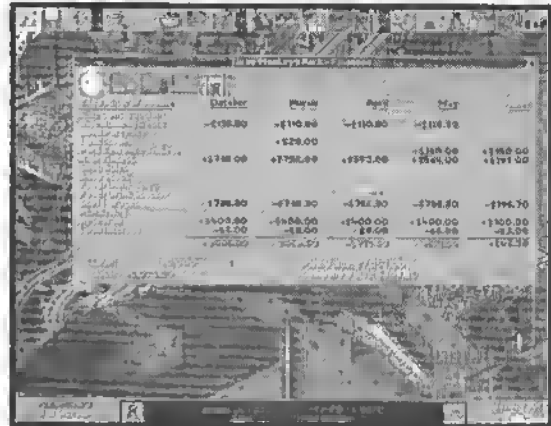
A payment to your banker will immediately affect your loan amount, but Park Value and Company Value take a little while to adjust.

Expenditures and Income

Many players will consider this window a real yawner, but when you look at the Expenditures and Income Window, you view your park's beating heart. This data tells you whether your park is sick or healthy. Take plenty of time to become familiar with the different categories listed here and watch the numbers carefully, both for trends and for the effects of your tweaking.

What happens if you lower the admission price? Now you get the chance to see. Open up the Park Information Window and click on the Guests in Park tab to chart attendance and income. Later, as you begin to run promotions for your park, you'll use this window to measure how well they worked and their effect on admission income.

In any case, you'll find this window one of your most powerful tools to judge the performance of your park. Use it often and wisely.



Park Value

Park Value simply reflects the worth of your park. That's it, just your park. Off-screen accountants work night and day in the *RollerCoaster Tycoon* game to calculate the actual numerical Park Value using a complex formula that takes into consideration everything from how many rides your park has and their age, to the number of Entertainers. Vandalism, excessive littering, and an overall messy look will erode your Park Value.

Also, if you stall out on developing your park, you can tell early through the Park Value. Keep your Park Value steady and climbing even in an older park by adding scenery and themes, and replacing older rides with new ones. Keep your park fresh and exciting.

Simply put, if you make your park a fun place for your guests, your Park Value will probably increase.

Company Value

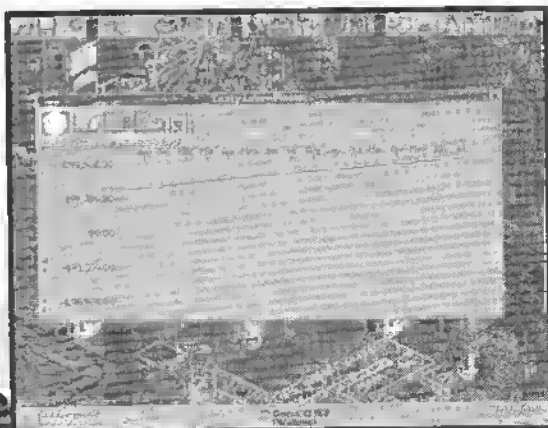
Company Value offers another way to judge your expertise at running scenarios. The Company Value formula looks like this: $\text{Company Value} = \text{Park Value} + \text{Cash Value} - \text{Loan debt}$. While this equation lets you determine a Park Value amount, the *RollerCoaster Tycoon* game uses a separate equation to calculate it.

From this equation, you can see that as your Cash and Park Values increase, and your loan decreases, your Company Value climbs. This adds up to a simple strategy: To increase your Company Value, just keep your income and your Park Value high and your loan low. Then you'll look good on Wall Street.

Your Financial Graphs

The Financial Information Window offers you three financial graphs via the tabs at the top left: Cash, Park Value, and Weekly Profit.

The Cash graph shows the your park's cash minus your loan amount, and it charts that total back over time. If you've



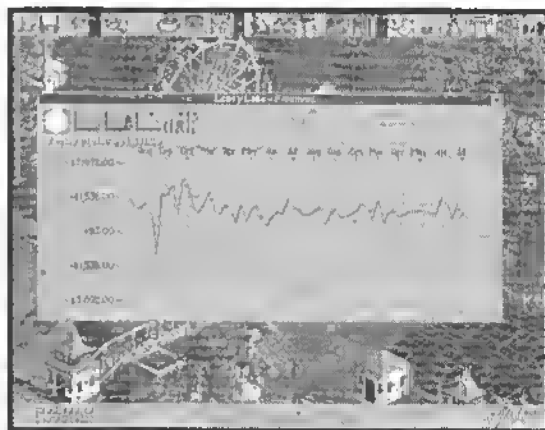
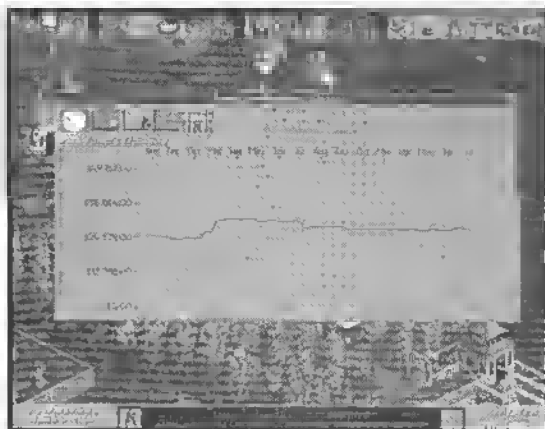
kept careful track of your park's finances, hopefully you won't see any big surprises from recent months.

Looking at the Park Value graph can either bring you joy or sober you up, depending on how well you do with your park. If your Park Value levels off, start looking around and thinking about what you can do to get it climbing again. You'd like to see a slow, steady increase over time. Your Park Value can shoot up when you add a bunch of new rides that attract paying guests, but it'll drop off quickly as all of those fancy rides begin to age at the same time. Then your guests start to shun them and your Mechanics start putting in a lot of overtime.

Finally, check the Weekly Profit Window. Expect more volatility for this graph because each point represents a week rather than the month shown in the other graphs. Focus on the Weekly Profit given at the top of the graph. Ideally, you'd like to see this number printed in white with a "+" sign in front of it. If the number glares red and has a "-" in the front, you are losing money *at that moment*.

Don't panic just yet. Sometimes a business will run a negative balance for a week. For example, that could happen when employee paychecks go out and the amount exceeds that week's income. The business could easily recover the losses by the following week.

If you post a negative Weekly Profit value, go back to the Expenditures and Income Window and scrutinize where your money goes. Often, you will run a profit for the month despite your negative Weekly Profit report. Wait it out for a couple of weeks to a month and check that Weekly Profit again. If you continue to lose money, you've got a problem. Start breaking down your expenditures and income by category and find where you can make some adjustments in your park.



Let's look at your six advertising options:

Coupon for Free Entry to the Park

Cost per week: \$50, 2-week minimum, 6-week maximum

Notes: This will pump up your number of guests, but don't use this if you need cash desperately and you depend on your park admission revenue, as opposed to ride admissions, as your main moneymaker. Also, although it sounds silly to say, you won't attract anyone to your park with these coupons if you don't charge admission to your park in the first place.

You benefit from these coupons because guests who receive a free admission seem more willing to spend money inside the park. After all, they have money left in their pocket. If you have happy guests and a good Park Rating, free admission coupons will bring roughly 75 to 100 new guests into your park during the default two-week setting.

As you near the end of a scenario and you want to ensure you'll draw enough guests to win, use this advertising campaign a few months before the scenario deadline. This tactic may push you over the necessary guest threshold, and it will increase your Park Rating if the new guests enjoy themselves.

Coupon for Half-Priced Entry to the Park

Cost per week: \$50, 2-week minimum, 6-week maximum

Notes: Like the Free Entry Coupon, this will encourage guests to come to your park. But this time you can hold on to some of your admission income. Again, these coupons can help near the end of a scenario to make sure you meet your goals. They also help to bring in guests while leaving cash in their pockets. Show them a good time, and they'll spend that money at the park.

Guests realize they still must pay to get into your park even with the Half-Price Admission Coupon, so low Park Ratings and unhappy guests can quickly derail this advertising campaign. Run this campaign while your park experiences a littering or vandalism problem, and you may actually see your attendance decrease.

Also, while this seems slightly shady, you can experiment by increasing your admission price and then starting a half-price campaign. This will bring you a few



more dollars in the short run, but your guests will complain about your steep admission prices as soon as the campaign wraps up.

Coupon for Free Ride on a Particular Ride

Cost per week: \$50, 2-week minimum, 6-week maximum, ride selected by player

Notes: If you possess the funds, this campaign works well right after you build a new Roller Coaster or other customized ride in your park, such as Whoa Belly, Go-Karts, Car Ride, or any of the Water Rides. This ad campaign will attract people to the park who will pay the park admission, then get on the ride. After the ride, they'll walk around the park, spending more money on other rides, food, and souvenirs.

This campaign also pays off as a ride ages and its popularity begins to slide. You can use coupons for free rides to introduce the concept of free rides in your park as it gets older, and you stop charging for most rides. As soon as the campaign ends, just bring the ride's admission price down to zero. That way you can maintain its popularity, your guests' happiness, and your park's high rating.

TIP

Don't give ride coupons for rides in the front of your park. Make your guests walk to the rides in the back of the park for their free ride, spending money as they go.

Coupon for Free Food or Drink

Cost per week: \$50, 2-week minimum, 6-week maximum, food selected by player

Notes: This offer requires a little strategy on your part. First, don't give coupons for foods with high profit margins, such as pizza or hamburgers. Those staples of your guests' diet also serve as staples of your park's income.

As mentioned earlier, give out coupons for both popcorn and fries. These salty foods will make your guests thirsty, earning you back the money you lost in free food with increased drink sales.

If you feel brave and want more of your guests' money, bump up the price of your drinks a little. Guests will pay an extra \$0.30 to \$0.50 while the campaign



runs, but remember to bring the price down again after the promotion ends. Otherwise your guests, enraged by their thirst, may trash your park.

Ad Campaign for the Park

Cost per week: \$350, 2-week minimum, 6-week maximum

Notes: While this costs more than simply giving out Free Admission Coupons, an overall ad campaign for your park will show better results than the other five advertisements offered, even during the relatively short two-week default time period. This gives you the best bang for your buck, and you should run an ad campaign as soon as you get the cash to finance it. You won't lose income from free or half-price entry, and the increased attendance will earn you more than the cost of the campaign. A powerful tool.

Ad Campaign for a Particular Ride

Cost per week: \$200, 2-week minimum, 6-week maximum, ride selected by player

Notes: Like the Free Ride Coupon advertisement, this campaign can showcase new rides, but it won't cost you any ride admission fees. The increased business your park sees will more than make up for the cash outlay.

Make sure the ride lives up to the hype and will satisfy your guests. Also, remember to place the advertised ride at the back of the park so you can empty your guests' pockets. .er, tempt them with other rides and merchandise as they walk to and from the ride.

Research and Development

Beside the Financial Information Window on the main toolbar you'll find the Research and Development button. Click it, and you'll see what those guys in lab coats do with your money.

At first glance, you'll see R&D's current projects as well as their most recent accomplishment. You'll also find a button that takes you right to that ride or attraction and allows you to build it.

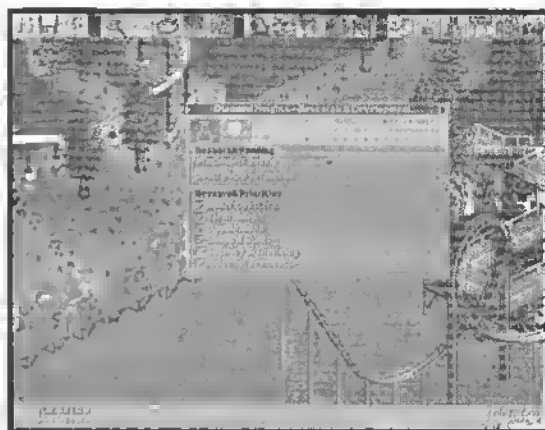


Clicking on the Research Funding tab flips your view so you can learn how the department spends your money. The funds can go to one or all of six priorities: Roller Coasters, Thrill Rides, Gentle Rides, Shops & Stalls, Scenery & Themeing, and Ride Improvements. While the first five categories speak for themselves, developments in Ride Improvements will add new types of cars to your Coasters and add variety to the other rides available to you.

The Research Funding selector allows you to select between no funding, minimal funding (\$100/month), normal funding (\$200/month), and maximum funding (\$400/month).

As soon as you begin a scenario that doesn't allow you to build Information Kiosks, uncheck all the Research Priorities except Shops & Stalls and boost your Research Funding up to maximum. You need that valuable kiosk and the cash from the umbrellas and maps it sells immediately.

When your R&D Department focuses on one priority with maximum funding, it takes about one month to go from idea to finished kiosk. So remain patient and build other items while you wait for the R&D folks to get to it. After all, they may invent a Hamburger Stall before they get around to the Information Kiosk.

**TIP**

Set research funding to maximum as soon as you start Forest Frontiers or any scenario without Information Kiosks. On normal funding, it takes a month and a half to develop new attractions. At minimum funding, expect to wait an additional month.

As soon as your R&D Department invents the Information Kiosk, allocate money for Roller Coasters as well as Shops & Stalls. That funding will add to your plate of available Coasters. You'll find it pays to develop many styles and designs of these big moneymakers and get them available as soon as possible.



Wait for a few months or a year (while building up your park, of course) for your R&D team to develop another type of Coaster. Then check all the priority boxes except Scenery & Themeing. You start out with plenty of scenery to get your park rolling, so stick with that until you have a little more money to play with.

Build up your park while you wait to hear from R&D, and you should receive a new Coaster style in about another month, give or take a few days, with your funding set to maximum. When you feel that you have enough moneymakers (about three Coaster styles), set your funding to normal and check all priorities. This will save you a few bucks while you focus on setting up your park.

As you noticed in the scenario list, regardless of the skill of your R&D team, not all rides, shops, stalls, or themes will become available in every scenario. Once you reach the goal of the particular scenario, your R&D Department will shut down and get stuck in initial research for an unknown development with an unknown delivery date.

Despite this lack of creativity, R&D will still take in all the money you give them, so once you reach the scenario goal, set R&D's funding to none. For example, when you play Leafy Lakes, no matter how hard your R&D team tries and how much money you throw at them, they just can't catch a break and invent a 3D Cinema.





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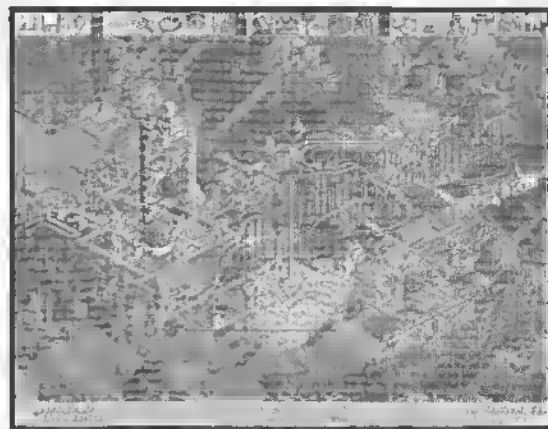
Humming
Along

Once you open your park, build rides, lay footpaths, open shops and stalls, start selling food and souvenirs, make your park look good, make your guests happy, and get your financial house in order, what do you do?

Simple. You do what every good Park Manager does. Sit back and let your park run itself. Take a few months of scenario time to see how your amusement park recipe turns out. Give your guests some time to explore and interact inside the park before launching any major construction campaigns.

But don't leave the building. While your park itself may not be a living, breathing thing, your guests are. You'll need to tweak rides, prices, and other details as time moves on.

Also, speaking practically, you'll need quite a bit of time to play the *RollerCoaster Tycoon* game. Months of activity in your park with little or no intervention from the Park Manager, roughly translate to about ten minutes in the real world when you play on a Pentium II with 96 megabytes of RAM. The time can slow significantly depending on the amount of construction and other work you do in the park. Because of the activities you must perform, three eight-month years (March to October) in a scenario can often take more than three hours to play, even if you spend a lot of your time just watching your guests move around from ride to ride.





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Ride Construction for Beginners

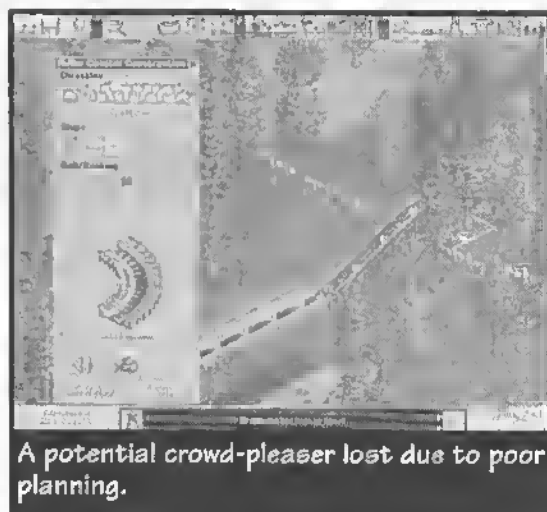
OK, OK. The *RollerCoaster Tycoon* game, *CorkScrew Follies*, and *Loopy Landscapes* give you an amazing number of Roller Coaster styles to design and build, but before you get to all-out Roller Coaster design, hone those ride-building skills on some simpler attractions.

By building rides like the Cycle Railway, Go-Kart tracks, and even Hedge Mazes, you'll get a feel for both construction and how your guests will respond.

General Guidelines

Whether you want to build the tamest Car Ride or the most rip-roaring Coaster the world has ever seen, you need to know some simple guidelines before you begin construction. If you keep these in mind throughout, you might avoid some destruction later when the ride doesn't fit in your park or guests don't ride it.

- Plan ahead. Pull the view way back with the “-” tool to see what land you can use and in which directions you can build. If you rush into construction, you may end up tearing down a nearly completed ride because you forgot to leave room for the end of the ride to connect to the station platform. Always keep track of your boundaries.
- The longer the station platform, the more trains and cars. Got it? Good. Don't go overboard, though. Stick to a maximum of 12 station platform tiles.
- With all ride types, keep in mind the various factors that influence Excitement, Intensity, and Nausea Ratings. Always remember that high excitement draws guests, high intensity starts to drive some guests away, and high nausea keeps most all guests away. Combine high Intensity and Nausea Ratings, and your ride will wonder where its riders went.
- Use the landscape to your advantage, rather than altering it from the start.
- Keep the laws of physics in mind as you design your ride. Rides with cars that don't attach to a track fly off when they move too fast.



- Longer isn't always better. Yeah, as a rider, you'd love a 10-minute Log Flume ride, but remember that you're not just thinking for yourself in the *RollerCoaster Tycoon* game. You must consider the likes and dislikes of all your guests.

While a few of your guests may like a tremendously long Log Flume, many won't. Even those who try it could change their mind during the ride. Plus, long rides force your guests to stand in queues longer, and while some guests may leave the ride happy, they can't make up for all the unhappy ones in line. Try to make most rides three to five minutes long, and never more than seven.

- When you create rides that present a possible risk of guest life and limb, such as the Whoa Belly and the Ghost Train, test them first. You don't want to spend the time and energy to build a ride only to see the first trainload of guests on the ride meet a fiery death, ending the ride's brief career. Also, if nothing else, test runs will convince you to have a plan in mind before you build. Guests who see test car after test car crash *will not* ride the ride for a long time after it opens.

NOTE

Once a ride is constructed, click on the yellow light within the Ride Construction window to perform a test ride.

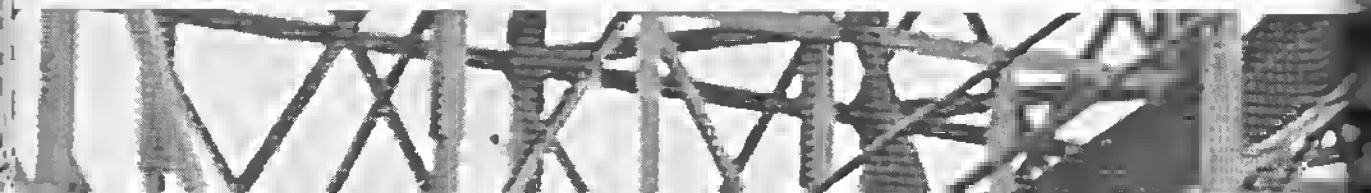
Gentle Rides

Car Ride

No real tricks here. Remember to give the riders a nice view. Try to limit the number of inclines and overall height of the ride, as the cars will slow tremendously when they crawl uphill. Also, your guests will enjoy long straight-aways that allow them to go fast... well, as fast as miniature cars can go, anyway.

Hedge Maze

While the Hedge Maze looks like the simplest customizable "ride," it does present a few challenges. First, don't make your Hedge Maze too long or impossible. Guests will quickly get tired and angry if you include too many dead ends or switchbacks. Try not to think of yourself as you design the maze, but think of your guests.

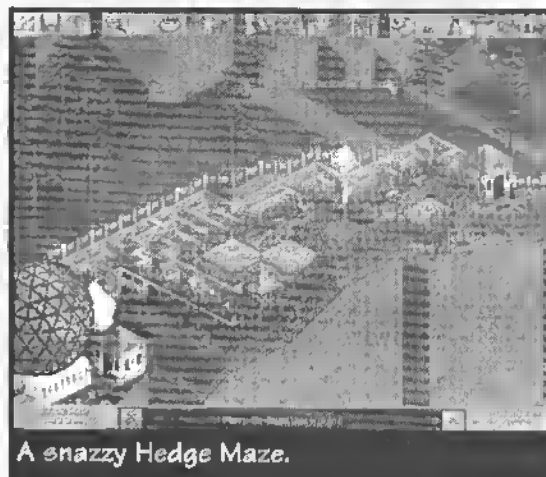


While you may prefer a maze that takes 20 minutes to complete, it could give some guests fits. The longer guests stay lost in the maze, the less time they can spend buying food, riding other rides, etc.

Simple mazes tend to become very popular with guests, and it doesn't hurt to draw out your maze before you start building.

It will take a little while to get used to the Hedge Maze construction interface. Some quick reminders:

- You cannot fill a whole tile with hedge. You do that with the Scenery and Gardens Window.
- You can only build, fill, and move. Work with the controls and try to build a very small maze before building a nine-by-nine monster.
- Build the "solution" path first, then build other paths and fill in later.



Observation Tower

Not many tricks here, just remember that a taller tower means a longer ride. Observation Towers never become wildly popular, so long ascents and descents make your guests feel they got a good value (even if it's free!). Guests on the tower will rarely complain that they want to get off.

Ghost Train

Of all the Gentle Rides, this one most resembles a Roller Coaster. You can build the Ghost Train either above ground or underground. The latter leads to a more exciting experience for your guests. Add plenty of tight curves in your track, and *always* add brakes to any drop (available under the Special button in the Ride Construction window). If the speed of a Ghost Train car reaches 15 miles per hour, nothing but strong brakes will stop it. You can only put brakes on a straight track segment, so never come out of a drop with a tight curve. Add the spinning tunnel segment to increase the excitement of the ride.

TIP

Doors will appear at tunnel entrances and exits only if you tunnel the Ghost Train through land where you have covered the exposed surfaces with Gray wall, Yellow wall or Red wall edging. All other surfaces will only allow an open tunnel entrance.

Mini Golf

Fun? Yes. But a potential headache if not constructed properly. With Mini Golf, you must limit the length of your course to about six holes. Any more, and your queuing guests will get tired and irritable. Also, guests who have to play through a 17-hole Mini Golf course actually take advantage of your park by spending a lot of time on a rather low-income ride.

Cycle Monorail

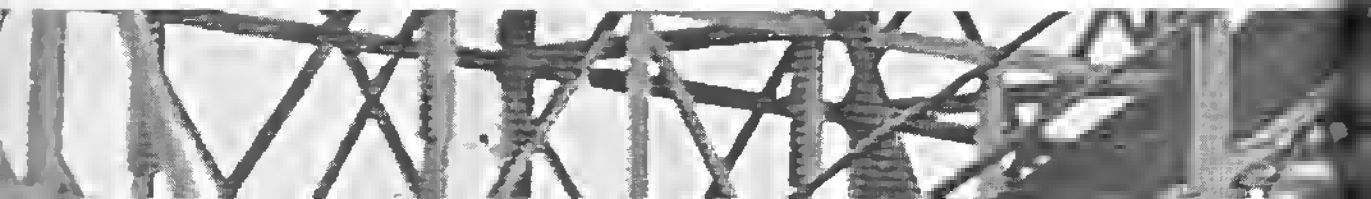
Your guests power the Cycle Monorail, so try not to make the track for this slow ride too long or the inclines too severe. Both long rides and steep climbs tend to tire out your guests. Try to keep your hills at 11 or below. Higher tracks will work, but guests will get tired pedaling uphill all the time.

Don't worry about "stepping" your downhill slopes, as you may want to do with the Ghost Train. Your guests can apply the brakes as they descend, making the Cycle Monorail one of your safer rides.

Finally, make your station platform as long as you can to ensure as many cycles as possible. The Cycle Monorail often becomes one of the more popular rides in your park, and the line can stretch for ages. Try to move as many riders through as quickly as possible.

Cycle Railway

Generally, the rules for the Cycle Monorail apply for the Cycle Railway. Steal a page from your Transport Rides with both the Cycle Monorail and Cycle Railway rides and build the tracks so the riders get a good view of the park and the other rides.



Thrill Rides

Whoa Belly

Height and launch speed directly affect Whoa Belly's intensity. The higher and faster you build the ride, the more intense it gets. For upward launches, remember this rough rule of thumb: Tower height + 20 = Safest takeoff speed.

NOTE

This formula is not exact. The number of guests will alter the weight and thus the maximum height of the car. Always remember to run some trials without riders!

Don't forget that the Whoa Belly also has a downward launch mode that hauls the car up to the top of the tower and lets it drop. This increases the excitement for your guests a little, but remember that intensity depends mostly on height and speed, so the taller the tower, the faster the car drops, and the more intense the ride feels for guests.

Despite the high intensity you can achieve with Whoa Belly, guests will flock to it, so don't hesitate to mix and match your tower height and speed to keep your Intensity Rating in the high to very high range.

Go-Karts

Remember the designing you did for the Car Ride and bump it up a notch or two for your Go-Karts. If you plan to run the Go-Karts primarily as a race ride, add a long straight-away, which will allow your riders to pass each other. As with the Car Ride, stick to one large uphill slope, because the engines on the Karts can't handle too much punishment.

Thankfully, riders on the Go-Karts will use good judgment and won't go crashing through the tire barricade that surrounds the track, no matter how fast they drive.



The Whoa Belly draws loads of your braver guests, but remember to put benches at the exit.

Roto Drop

The same rules you follow for the downward launch mode of the Whoa Belly apply here. The higher you build the tower, the faster the car will fall, raising the intensity to white-knuckle levels. Roto Drop has the added benefit of rotation on the way up, so nausea will increase with this ride, unlike the Whoa Belly, which maintains a rather low Nausea Rating regardless of tower height.

Try to keep your Roto Drop at a height of around 120 to 150 feet for a really good ride that keeps guests coming back. Anything higher, and you'll start attracting a smaller number of guests.

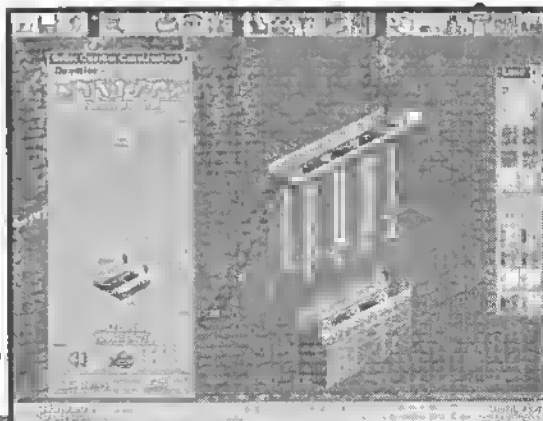
BUILDING RAISED STATION PLATFORMS

Occasionally, you will find it a great benefit to build your entire ride, station platform and all, above the crowds. While getting a station platform up there may seem impossible, you can do it in two ways, both quite easy.

First, begin on flat ground in an open area. Raise one tile to the height you'd like your station platform, then build a platform tile for the appropriate ride from the Ride Construction Window. Continue building your platform normally, and supports will appear underneath adjacent sections. Return to your initial section after you complete your platform and lower the land under that tile.

You can also begin on flat ground and build an upward-sloping piece of track for your ride. Continue adding track until you reach the desired height for your station, then click the horizontal track button and lay one section of track. Now, the Special box will allow you to select Station Platform. Build your platform, then use the Previous arrow to go back to your sloping track and demolish it using the Bulldozer button, leaving only your raised platform.

Of the two building choices, raising the ground costs less, but all raised station platform sections cost more than those on the ground, depending on their height. Speaking of cost, remember that if you lift your station platform high into the sky, you must still build footpaths to your ride's entrance and from its exit. So try not to go too high.



Two approaches, same result. Elevated platforms serve as the launching point for your elevated rides.

Water Rides

Water Slide

When you create a Water Slide, remember that the dinghies are *not connected* to the track. Keep this in mind during your entire construction, especially at the base of drops.

It pays to keep your Water Slide design simple because of the dinghies' lack of connection to the track. Try a course with one main hill and some twists and turns. Always, always, always use a closed tunnel piece anywhere your slide will build up appreciable speed, especially on turns at the bottom of hills and at the tops of smaller hills. In both instances, your riders can pop off the ride if you used the semi-circle track.

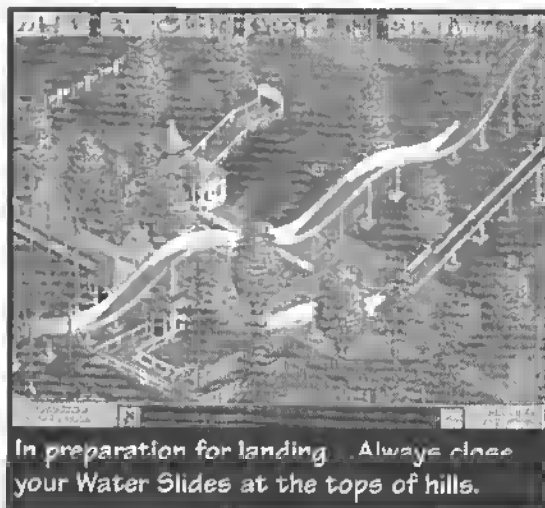
Don't just use the closed tube for safety reasons. The alternating light and dark can add excitement to the ride.

Finally, adjust your Minimum Wait time to allow each dinghy a substantial head start over the others. Too many dinghies on the incline conveyor can cause it to stall, marooning your guests in rather fear-inducing positions.

Log Flume

Ideally, try not to give your Log Flume more than three drops, or you'll eat up all your ride time getting riders to the top of the hill. As with all rides, keep your timing around three to five minutes with the Log Flume, but realize that you can use it to show your guests the rest of the park, lifting them nearly above the treetops.

Bump your Minimum Wait time to a value that allows each boat to ascend the incline by itself, just like you did with the Water Slide and the River Rapids.



CAUTION

Always conduct a test run of any customized rides that have crash potential. If a test car crashes, guests will avoid the ride for a little while. But if guests die in an accident, people will shun your ride for a long time.

River Rapids

The River Rapids feels more stable than the Log Flume and the Water Slide, and it won't crash nearly as often, if ever. Again, you want simplicity balanced with thrills. Either lift your riders up for a single or double drop, or keep them near ground level for a rapids-style ride, complete with slight drops, whirlpools, and waterfalls.

When you combine hills and special features of the ride itself, remember that guests in a fast boat will miss some of the fun. Whirlpools won't affect boats if they move at a certain speed, and the same goes for waterfalls and rapids. If your guests move too fast, they'll get none of the benefits you wanted to give them with the special feature. If riders travel under 10 mph, they'll feel the pull of a whirlpool and the shake of the rapids, and they'll notice a waterfall as they whiz by.

While drops make the ride pick up speed, don't forget them altogether. Normal speed for the River Rapids without a speed boost from a drop is only about 3 mph, which guests would describe as somewhat less-than-thrilling.

NOTE

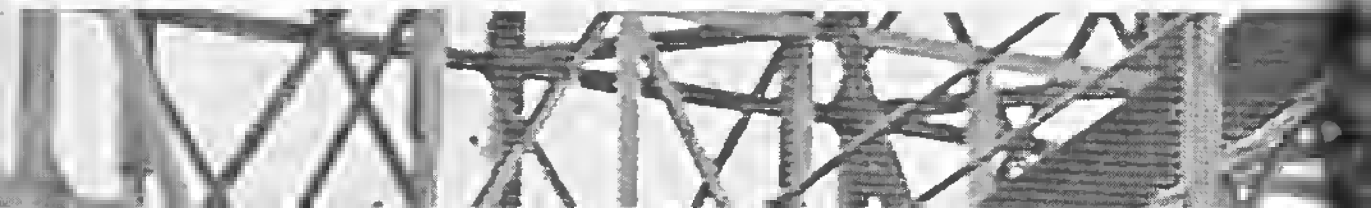
Whirlpools induce nausea. Remember to place benches near the exit if you use whirlpools in your ride.

You should keep in mind that River Rapids doesn't allow you to build too high. You can't lift water-filled channels as high as Coaster tracks, so plan ahead.

Finally, make sure you adjust the River Rapids' Minimum Wait time to allow each boat to get an adequate head start on the following craft. If you don't, too many boats will get jammed on the incline conveyor, stalling the entire ride. If your River Rapids does stall, double click the red light in the Ride Information Window, and then reopen it by clicking the green light. A Mechanic will usually come around to fix things up in no time at all.



The River Rapids. Always a popular ride, especially in arid climates.



Boat Hire

Remember the two approaches to Boat Hires: Those with a track will see the riders again. Those without a track will see a lot of unhappy guests waiting in a queue for boats that don't come in, or return at a snail's pace.

River Ride

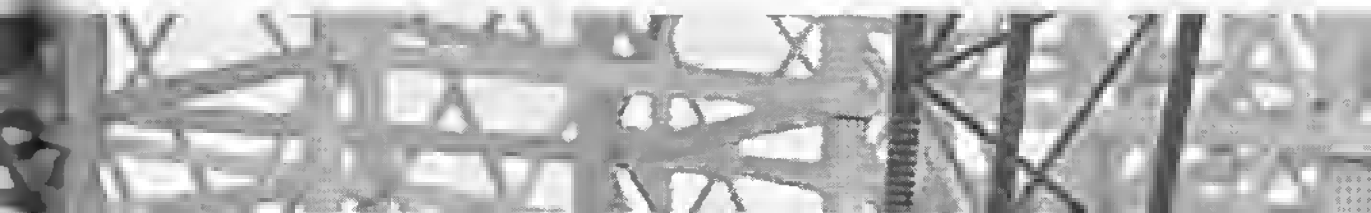
You can take two approaches to this Water Ride. You can erect a gentle, transport-style ride that gives your guests a chance to relax and see your park. Or you can build a Thrill Ride with drops and more. The second option ends up closer to a Roller Coaster than, say, the Boat Hire.

Typical rules and guidelines apply to the River Ride as they would with either a Car Ride for the gentle approach or Wooden Roller Coasters if you want to thrill your guests. A design tip to remember, especially if you have a drop before your station: Check "Leave if Another Boat Arrives at Station" under the Operations tab in the Ride Construction Window, even if it means sending out empty boats.

Though your station brake should stop the boats and water helps with the braking, you can never be 100 percent sure with this ride. Accidents do happen. This problem becomes more likely when you get a number of boats backed up, waiting for riders when the ride becomes less popular over time.

One important factor to remember as we finish talking about Water Rides and move to Roller Coasters: Station brakes perform the task of slowing cars, boats, and other vehicles as they return to the station. Unfortunately, these brakes will fail unless your Mechanics inspect them frequently.

Keep an eye on the River Ride, the Log Flume, the Water Slide, and the River Rapids' inspection schedule. Never schedule inspections fewer than every 30 minutes, and do it more frequently if you have the manpower to pull it off. Mechanics will inspect and service station brakes as part of their daily routine.





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Coasters!

We can't hold it back any more. It's time to talk about building Roller Coasters, one of the simple joys of playing the *RollerCoaster Tycoon* game.

First, let's talk about the scope of this chapter. We'll give you advice and guidance on how to construct Roller Coasters that will thrill your crowds and at the same time give you a warm feeling inside as hundreds of guests report that they've never ridden a better Coaster. We'll look at what makes a good ride and what makes a bad ride and offer a few tips here and there regarding track placement and construction quirks.

What we won't do is show you every special twist and turn you can put into your ride or tell you how to build Coasters step by step. You literally have uncountable selections for different rides and turns and special features in the *RollerCoaster Tycoon* game.

When you learn to build a truly great Coaster in the *RollerCoaster Tycoon* game, you'll get a fantastic sense of accomplishment. You know you've built a quality Roller Coaster when a) guests ride it, b) guests love it, and c) no one dies on it. The complexities you must figure out for yourself.

That said, we will show you a few tricks, special curves, and inversions you can try with your Coasters. Then the rest is up to you.

Before we begin talking about Coaster building, let's take a closer look at the factors that will play a role in all your custom Coasters.

Intensity, Excitement, and Nausea

As discussed earlier, these three factors influence how your guests view a ride, experience a ride, and feel after the ride ends. Keep in mind three goals for your Roller Coaster's Ratings:

- High excitement
- High to very high intensity
- Low to medium nausea



Super-duper mega-coaster! Time to learn how to build it.



A ride with these three characteristics will not only prove popular with your guests, but will also keep their lunches inside them and keep them coming back for more.

TIP

Use pre-made Coasters as models and study them to learn how to build your own.

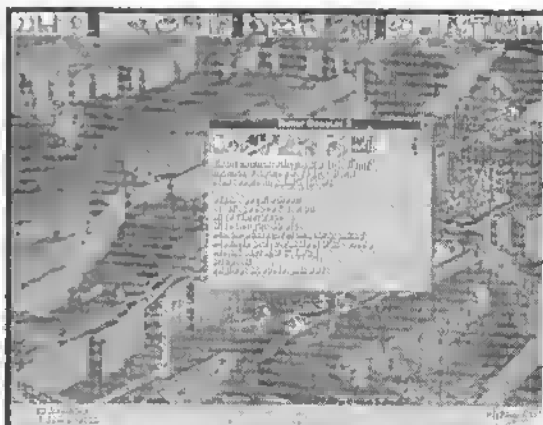
What Are “G’s” and Why Should I Care?

When we refer to vertical and lateral g’s, we mean *gravitational forces*. Normal Earth gravity has a value of 1.0. Values higher than 1.0 make you feel heavier, while values less than 1.0 and negative g-forces make you feel lighter, and can lift you out of your seat on a ride.

Generally speaking, you should set limits of 4.0 and -3.0 for gravitational forces on a ride, but you’ll usually find all of your rides’ g measurements fall well within these values.

Lateral g’s refer to how much force pushes riders from side to side on a ride. Lateral g-forces that pull riders to the right have positive values, while those that pull riders to the left have negative values. These g-forces make riders feel nauseous, and you should keep them under 2.0, and never more than 2.5, or your guests will get uncomfortable. You can reduce lateral g’s by slowing the speed at which your Coaster takes curves, and by using Banked Curves.

Vertical g’s refer to the forces pushing riders into or pulling riders out of their seats. Riders feel high vertical g’s at the bottom of hills and low vertical g’s at the top of hills. Normally, high vertical g’s influence the ride’s Intensity Rating, not its Nausea Rating. Vertical g’s higher than 4.0 or lower than -3.0 will drive your ride’s Intensity Rating to



You can find values for gravitational forces on any ride under the Measurement and Test Data tab in the Ride Information Window.

extreme levels and drive away your guests. High vertical g-forces can cause human beings to pass out as the pressure prevents blood from entering the brain. Overly intense rides may actually cause pain. To decrease vertical g-forces, limit your ride's maximum drop height to something less than that used for astronaut testing.

TIP

Don't get too frightened of positive vertical g's. Riders can tolerate short bursts that shoot g-forces near 6.0 or 7.0 about once per ride.

Coaster Variety

Each Coaster style possesses its own particular strengths and weaknesses. Some rise taller than others, while some can travel at slower speeds and still excite your guests.

Operating Modes

The vast majority of Coasters you construct in your park will operate in a Continuous Circuit Mode. That means that the train will start from the station, make a loop, and return.

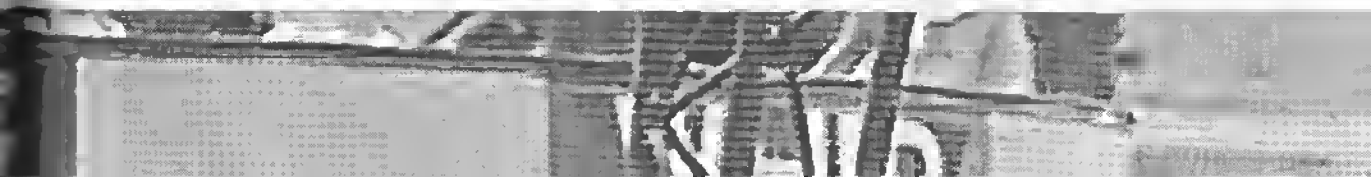
Some Coasters work differently, however.

- **Powered Launch Mode:** Shuttle Loops usually use this mode. Powered Launch Mode propels the Coaster train out of the station toward the ride. This mode leads to a higher running cost for the ride than Continuous Circuit but adds excitement and intensity.

You can use Powered Launch Mode on:

- Steel Coasters
- Stand-Up Steel Coasters
- Steel Corkscrew Coasters
- Inverted Coasters
- Steel Twister Coasters (*CorkScrew Follies* and *Loopy Landscapes* only)
- Air Powered Vertical Coasters (*Loopy Landscapes* only)

You can adjust the speed at which the train leaves the station under the Operations Options tab in the main Ride Information Window.



POWERED LAUNCH AND THE SHUTTLE LOOP

While the Shuttle Loop is most likely one of the first rides you'll tinker with, be careful—if you increase the speed of the Shuttle Loop's Powered Launch, be sure to add segments to the end of the ride. You'll need two track segments for every 10 m.p.h. increase in launch speed. Underestimate and your train of cars will try to turn into a rocket, only to get a nasty reminder of reality by that harsh mistress, gravity. Tiny deaths are the most tragic.

Also, don't be fooled that a test run with no passengers on the Shuttle Loop in any way reflects what will happen when your train is full and has a full head of steam, with extra momentum on loan from the added weight of your guests. What looked like a thrilling ride in the testing phase can become a deathtrap in reality. When adding on to your track and testing, make sure your empty test-train has at least half a segment of track ahead of it before it reverses. Otherwise, your guests will be in for a nasty surprise.

A quick breakdown of some sample Shuttle Loop modifications:

Powered Launch Speed: 40 m.p.h.

Minimum Track Height: 20

Excitement: 4.37

Intensity: 3.90

Nausea: 1.53

Powered Launch Speed: 51 m.p.h.

Minimum Track Height: 28

Excitement: 4.75

Intensity: 5.32

Nausea: 1.97

Powered Launch Speed: 60 m.p.h.

Minimum Track Height: 32

Excitement: 4.93

Intensity: 6.33

Nausea: 2.36

Note that even when your launch speed is cranked up to 60 m.p.h., enough to give your guests wind burn on their faces, your nausea rating stays low. Handymen love this ride—no mess near the exit.



- **Reverse-Incline Launched Shuttle Mode:** In this mode, the train is hauled backward up a hill and released. Gravity takes over, and the riders are off! While this mode offers high excitement, it also requires the highest operating cost, meaning you must make loads of money on the ride. Make sure you build a station long enough to use the maximum number of cars for the train (between five and seven station platform tiles).

You can use Reverse-Incline Mode on:

- Steel Mini Roller Coasters
- Steel Roller Coasters
- Stand-Up Steel Coasters
- Steel Corkscrew Coasters
- Steel Twister Coasters (*CorkScrew Follies* and *Loopy Landscapes* only)
- Steel Wild Mouse Coasters (*CorkScrew Follies* and *Loopy Landscapes* only)

If you choose to use the *Loopy Landscapes* Reverse-Incline Launched Shuttle mode, you can use a steeper hill than normal to pull your train up, leading to a faster, more intense ride.



You'll find reverse-incline launches incredibly exciting and somewhat more intense than conventional ride starts.

Out of the Station. Now what?

Once you build your station, the ride begins. You can either start your riders on a chain-pulled incline immediately or, based on your terrain, drop them over a cliff, giving them a thrill they didn't expect. Either way, you want to speed your guests up so they have enough momentum to make it through the rest of the ride.

Once you begin to build the "line" of the ride, you have options: straight, wide turn, or tight turn, as well as slope selections and,



The Roller Coaster Construction Window. A multitude of possibilities awaits.

usually, roll and bank options. Your choices will change as you build your Coaster due to safety restrictions. As you grow in Coaster construction skill, you'll learn to adapt your ride to the construction elements available.

TIP

A roll or bank on a Coaster track must begin on a straight track segment before the curve, so the bank carries through the entire curve.

When you build your Coaster, remember that higher drops don't always mean better rides. The train will take an awfully long time reaching the top of your 200-foot drop, and many of your riders will find the intensity of said drop a little on the extreme side.

Keep your drops moderate at the beginning, but make sure you provide enough speed to guarantee that your trains can cruise through the rest of the ride. Try to avoid extra chain-pull lift sections, as they increase the operating cost of your ride.

As you build your ride higher and higher, you'll occasionally get a message that you can't build the next section because it is too high for supports. You can either tear down your Coaster-in-progress or raise the land to suit your needs. Either way, you'll spend about the same amount of money.

While you build, insert a few pieces of flat, straight track in your ride, even if it means you must alter your overall design slightly. You can come back to these flat pieces and add brakes or boosters later if you need them.

Once your train starts speeding along, sooner or later it must turn. If the game gives you the option of Banked Curves, use them to reduce lateral g-forces.

Finally, remember to keep your ride exciting to the very end. A sudden drop before the station platform or a sudden stop at the platform itself (high running coasts) will pay off in higher Excitement Ratings.

Special Curves, Loops, and Inversions

Once you get rolling (pun intended), a variety of special track segments related to the ride will open for you. For example, depending on the Coaster, you may have Vertical Loops, Banked Helixes, Barrel Rolls, Steep Twists, and more.

We can't discuss each specialized segment in detail, but you should learn the



value of each option. They all have their own special purposes and they all work best in specific situations. You can make good use of these options if you learn their strengths and weaknesses.

Most of these special track segments will require you to monitor your train or car's speed, slowing it with brakes or speeding it with boosters so it runs through the special section at the appropriate speed. If you stall or go through too fast, your Intensity Rating will increase.

TIP

When you place two (or more) Corkscrews in a series, put a couple of horizontal segments between each to lower the intensity slightly.

As you continue to build Coasters, you'll learn to combine special segments in different ways to produce novel turns and inversions of your own. Or you can copy real-world Roller Coaster construction, using such standards as the Boomerang Loop, the Cutback, the Diving Loop, and the Sidewinder.

Boosters and Brakes

Not all Coasters offer brakes or boosters, special sections of track that slow your cars or trains down or speed them up. Before you lay the first section of station platform for your Coaster, check to see whether you can use brakes and boosters, and begin to think about where in your ride you'll need them.

TIP

When your Coaster goes into loops or corkscrews, it should travel between 30 and 40 mph.



Brakes



Boosters

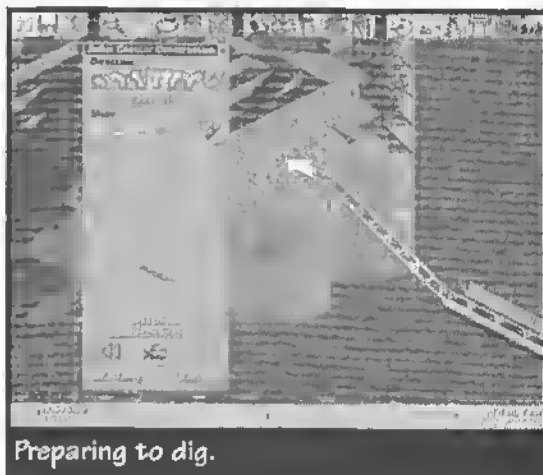
You'll need to use brakes and boosters in front of Vertical Loops and Corkscrews to send the car through at an appropriate speed. Most importantly, you need brakes in sections of track coming into station platforms. As a rule, put two brake sections in front of your station, with the brakes closest to the station slowing the train to 9 miles per hour. That should prevent it from smashing into any train or car sitting at the station.

Tunneling Your Coasters

First-time builders shouldn't take a Roller Coaster underground, nor should the faint of heart. Tunneling your Coaster will cost a lot of money, but ideally, it will pay off in increased excitement for the ride, which will attract more paying customers.

Refer to the principles behind tunneling discussed in Chapter Six. First, as you build, take your track up to the point where you want to enter the ground. Remember, to begin tunneling with your ride, your track must enter the ground two blocks below the surface. This may require you to level or raise a section of land.

As soon as you prepare the ground, you should see the yellow construction arrow pointing into the ground, indicating that you can now click the Add This button. As soon as you do, your tunnel begins. When you finish the tunnel, remember to make your exit at least two blocks below the surface.



Preparing to dig.

When Do I Tunnel?

When you choose to put a portion of your Roller Coaster (or any other ride with a track, for that matter) underground is entirely up to you. Ideally, tunneling all or some of your ride will increase the ride's Excitement Rating, which will attract more guests.

Popular places for tunnels include a ride's first drop, at the base of a spiraled drop, or after any turn. With all ride construction, keep your riders' experience in

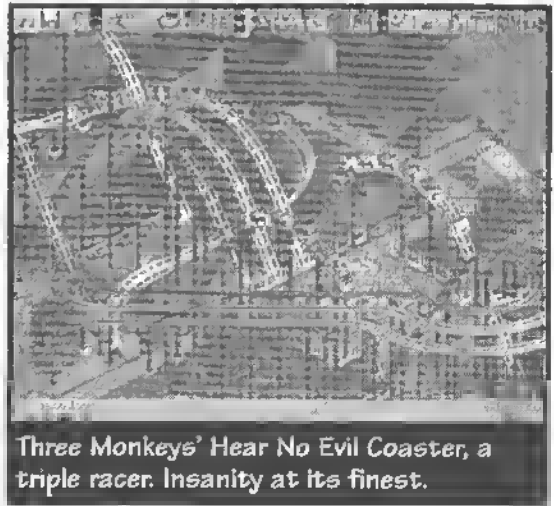
mind. They'll find a sudden tunnel followed by a brief run outside and then a return to the tunnel more exciting than a long tunnel with twists and turns.

If you go through the lengthy, complicated process of building an entire Coaster or other ride underground, you can get tremendous results in the form of extra cash and increased popularity, especially during rainy weather.

Racers, Duelers, and More

Want a sure-fire way to add to the excitement of your Coaster? Match it with another Coaster. To do this, place a new station platform as long as the one on your first Coaster adjacent to the original platform. Build your second Coaster to take advantage of the other's track. For example:

- **Dueling Coasters:** Point two Coasters' elevated straight-aways at one another, allowing the Coasters to shoot down Steep Twists after riders get nervous about a potential fiery crash.
- **Racing Coasters:** With a simple track design, keep large portions of your tracks close together, allowing two (or more) trains to race.
- **Shuttle Loops:** The easiest option for racing Coasters. Build two Shuttle Loop Coasters beside one another. Flip one so the trains pass close together as they fly around the loop.



As you become more adept at building Coasters, only your imagination and the laws of physics will stop you. Great ride elements include crossed loops, intertwined corkscrews, and straight-aways that shoot through the loop of another Coaster.

In order to have your Coasters race or duel, or coordinate any other movements on the track, you'll need to check the box in front of "Synchronize with adjacent stations" under both rides' Operations Options tab in their respective Ride Information Windows. This will set both rides to a similar schedule, launching both trains at the same time.

Ride Stuff

After you build your ride, remember that you can add to its excitement merely by placing theme items around it or by planting trees in front of sudden curves and drops. Also, never forget the landscaping power of water. A drop with a turn always becomes more exciting when it turns over water.

From the beginning, assume that people will like your ride, so add an On-Ride Photo segment to the top of your Coaster's biggest drop. Your guests will gladly shell out for a picture of themselves in mortal terror after the ride.



Lowering Intensity

First-time ride builders may experience this common problem: They build rides designed by their inner child.

Don't worry, that's not a bad thing. And if you utter a child-like "awesome!" when you complete the design, you're not alone. But many of these rides suffer from first-timers disease: high intensity. Not just high, but the extremest of the extreme. You can build rides with intensities higher than 15.00, and even ones that approach 20.00. But don't do it, because they can *kill* people.

Your guests know better than to commit suicide. They just won't ride these mega-intense rides.

You can usually pick out the overly intense parts of your ride by sending a test run out and watching the velocity under the Graphs tab in the Ride Window. You'll probably find the highest intensity at the points of highest velocity, so target those areas. But after you find the problem areas, how do you decrease the intensity of a ride already built? Check out these pointers:

- Are your curves too tight? Try to use curves with a wider radius. That design eats up ground space, but it pays you back in the ride's popularity.
- Do you have banks on all your turns? Horizontal curves increase lateral g's and therefore increase intensity. Try to avoid flat horizontal turns altogether or use curves with a wider radius.
- Are your cars or trains going into loops, inversions, Corkscrews, or Helixes too fast? Add some brakes or lift your loop or inversion, creating a short uphill section before the special segment.
- Are your trains too long? We generally support the use of long stations and long trains, but longer trains weigh more and run faster downhill. If necessary, try using more trains with fewer cars.



A Final Note

Roller Coaster construction takes lots of time, and you only get better at it if you keep working. View every Coaster as a learning experience rather than an adversary, and you'll be creating incredible rides before you know it.



17

The Maturing Park

As your park ages, you'll face lots of choices. Do you want to keep it going the same way, tinkering and tweaking all your rides in order to keep your guests happy? Or do you want to do some minor reconstruction here and there, replacing an older, less-efficient ride with a newer model? Or do you want to go all out, close your doors, raze your park, and build a new one in the same spot?

These questions really begin to matter around the fifth year of your park's life. Essentially, your park has a midlife crisis.

If you want to close your gates and tear everything down, go ahead. Make sure you have plenty of money in the bank first, then bring in the bulldozers. Unfortunately, unless you're sitting on a pile of loot, starting over from scratch and applying what you've learned may not work for you just yet. Instead, you must learn to live with the aging park.

First Things First

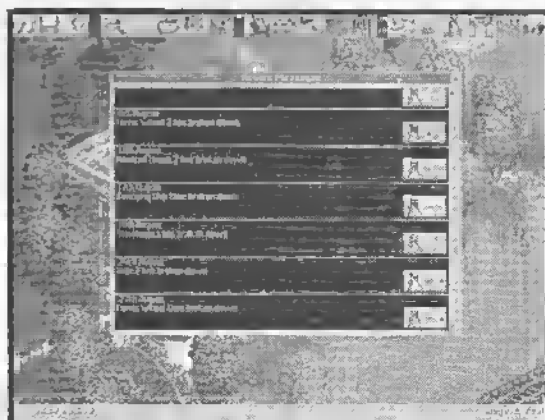
First, you should consider whether you want to work with an older park at all. Many of the problems and challenges we'll discuss here don't occur until after you complete a scenario. You can always avoid them entirely by beginning new scenarios.

An older park will require more hands-on work than a relatively young one. If you choose to try your hand at keeping a park going through Year 15 or longer, expect to constantly tweak and fix rides, adjust prices, and poll your guests more often than you did up until this point.

Maintaining an Aging Park

As you park ages, you'll find that you receive more maintenance calls than ever before. That's to be expected. As your rides get older, parts wear out, and machinery doesn't work as efficiently as once did.

Now the Rides and Attractions Information window becomes one of your best friends. Click on the Ride/Attraction button in the main toolbar, and you'll see everything in your park listed, from Bathrooms to Food Stalls to Roller Coasters.



Countless calls will head your way unless you keep plenty of Mechanics on duty.

NOTE

You can close all your rides and attractions by clicking the red light in the upper right corner of the Ride Information Window.

Click the down arrow beside the Data Selector (by default reading Status), and you'll see a list of different statistics for your rides. If you manage an older park, pay particular attention to the bottom three: Reliability, Down Time, and Profit.

Fairly straightforward statistics, Reliability and Down Time don't directly correlate, although they are related.

Reliability reflects a specific ride's tendency to break down. The more complex the ride, the less reliable. Reliability decreases slowly as the ride ages.

Down Time, on the other hand, reflects the actual percentage of how often the ride *does* break down. Down Time increases as the ride ages.

A ride can have a Reliability of 65 percent but a Down Time of only 8 percent.

If you have rides with Down Times approaching 25 percent, take a serious look at those rides in terms of maintenance and upkeep.

**TIP**

Powered Launch rides tend to break down faster than regular, pull-chain Coasters because of their mechanical complexity.

Your Mechanic Staff

They'll become your most valued employees as your park ages. As we discussed previously, as your park gets older, you need to hire enough Mechanics so that each Coaster gets its own, and you employ one for every two Gentle and Thrill Rides in your park.

To keep your Roller Coasters in top shape, shrink your Mechanics' patrol area down to the three-by-three block around the Coaster's exit. That way, when the ride breaks, you know the Mechanic won't have to travel far to fix it. Your Coaster's Down Time will decrease tremendously.

Crash!

Think of it this way: More-complicated rides like Roller Coasters contain more parts than your average, ordinary Thrill Ride. As your Coasters get older, the large number of parts becomes a large number of potential problems.

By and large, your Coasters will crash more often than other rides as your park and the rides inside it age. Crashes can occur for a variety of reasons, from worn-out brakes near a station platform to an overall mechanical failure to too much friction for the wheels as they travel uphill. Before we discuss crashes, let's talk prevention.



Preventing Crashes

As your park expands, you should hire a Mechanic for every three to four new rides you add. But as your park matures and gets older, you should work to make sure each Coaster has its own Mechanic.

While your Mechanics worked to prevent lost time and lost revenue from breakdowns during your park's early year, now they work to prevent accidents. When a Coaster reaches age 3, it becomes imperative that you inspect the ride every 10 minutes. You'll notice the difference between inspecting rides every 20 minutes as opposed to every 10. Your rides will crash less often the more often you inspect them. So don't be afraid to work your Mechanics hard, and make sure you employ plenty of them.

On older Coasters, crashes may occur when a train slows to minimum speed going uphill. The train may stall out and roll downhill backward into an oncoming train. If

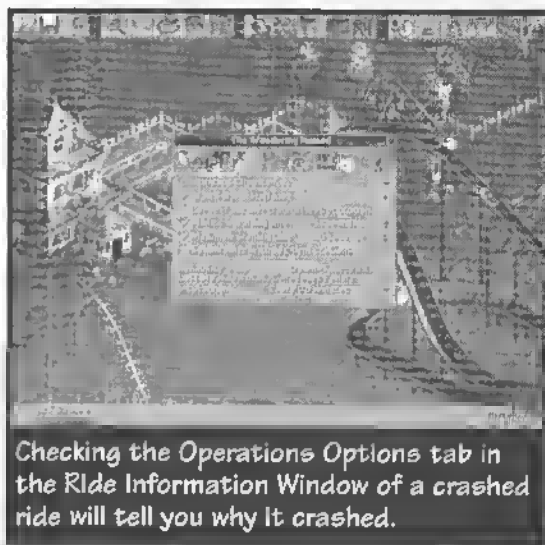
you experience this sort of problem, you must redesign that area of track, adding boosters or pull-chains, or reducing the hill height.

TIP

Don't bother assigning two Mechanics to one ride. Only one Mechanic can inspect or fix a ride at any given time.

If your station brakes cause you problems, follow a train through the Coaster, keeping an eye on the speed. Make sure your brake sections work and that they slow the train down to a gentle 20 mph or less as it arrives at the station.

Want a sure-fire way to prevent crashes? Replace older rides with newer ones, which you can always do if you wish. However, you might feel an odd sense of honor in keeping an old ride running. Sometimes, attracting guests to ride a 10-year-old Wooden Roller Coaster and trying to keep it popular can offer as much of a challenge as beating the scenario in the first place.



Checking the Operations Options tab in the Ride Information Window of a crashed ride will tell you why it crashed.

Dealing With the Inevitable Crash

Despite the inspections, your rides, and particularly your older Coasters, will crash. While you have probably dealt with a crash by this point (hopefully during a test run rather than during a run of an operating ride), you probably didn't get used to the shock and the sound of the explosions. That's good. You don't want to get used to that, anyway.

Once you hear that a ride has crashed, don't jump and run around the room. You must remain level-headed. First of all, in the Ride Construction Window, find out why the ride crashed. Immediately reopening the ride won't do you any good if it just crashes again.

If the ride crashed because of worn brakes (which cause 80 percent of older Coaster crashes), replace the sections of track with the bad brakes. Just right-click on the section of track and use the Previous or Next buttons at the bottom of the Ride Construction Window to get to the specific pieces of track. Remove the sections by clicking the Bulldozer button, then replace them with new track, making sure to click the Special button and select brakes.

If you can't fix the cause of your crash, wait for your Mechanic to repair it. He got the call as soon as the crash occurred. If you don't know whether a Mechanic has responded to the call, check the Employees Window through the main toolbar.

Once the Mechanic fixes the ride, double-click the red light to reset, then reopen the ride by clicking the green light. Now you must deal with the problem of drawing guests back to the ride, and it's a biggie.

On the positive side, guests will forget about the crash in several months. However, you can take some action to help get them back aboard quickly:

- First and foremost, advertise the ride and offer Half-Price Coupons. This will draw people from outside your park to the ride. Those outsiders haven't heard about the crash and will therefore jump right on.
- Repaint the entire ride, cars, and tracks. This gives the ride's excitement a slight bump. Accent on "slight."
- Hire an Entertainer to work in front of the ride. The performer can get the guests thinking happier thoughts than, "This is where 26 people died."
- Lower the ride's admission price. Sometimes guests' desire for a bargain will override their survival instincts.
- Add a new feature to the ride, such as On-Ride Photos.

Oh, and changing the name of the ride won't help. But you can overcome the horrible stigma a crash. It just takes a little time. Work on some other aspects of your park while you wait. Chances are, before two months pass, guests will get back in line for the ride.



Expansion—When and How to Buy Land and Construction Rights

While we discussed buying land and construction rights briefly in a previous chapter, the topic will most likely play a larger role in an older park than in a younger one.

Some scenarios such as Dinky Park force you to buy land as soon as you can afford it because of the park's small area. But you can win most scenarios can by fully exploiting the land available to you at the beginning.

Eventually, the time comes to expand. You might want to make your best Roller Coaster better, or perhaps you want to add a new Coaster or ride while not removing any of your older ones. When you want to buy, click the Park Information button and the Land for Sale button on the right side of the View Window to see what land is available for purchase around your park.

Pull your view back using the “–” button on the main toolbar so you can get a better picture of the land you may want to purchase. You'll recognize any available land by the small “For Sale” sign.

When you begin to buy land (simply point and left-click on the parcel that interests you), remember to start at your park boundary and work outward. You may run out of funds before you can connect if you work inward from the wilderness.



Katie's World offers plenty of room for expansion.

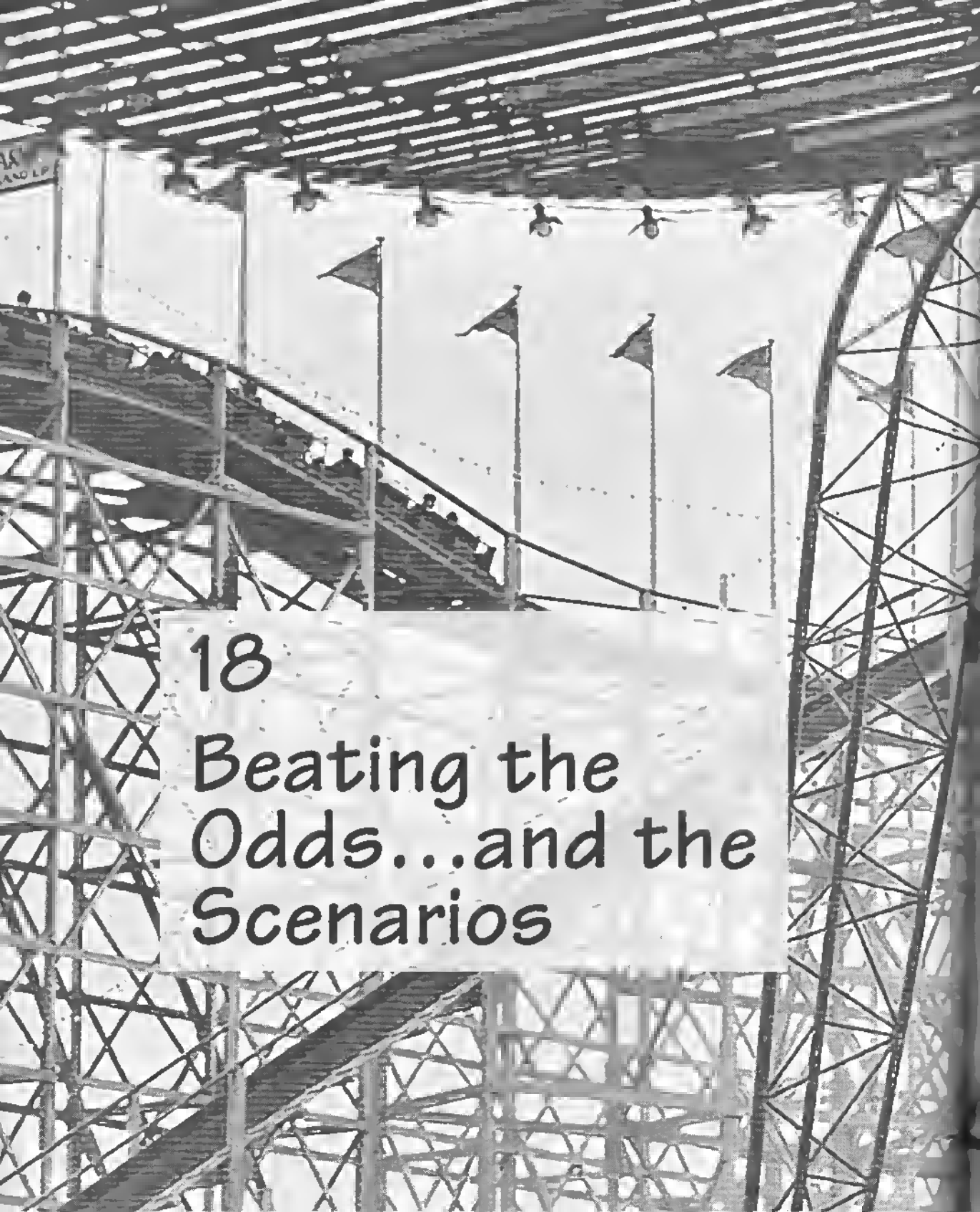
If you see no land for sale, click the Construction Rights button, one down from the Land for Sale button in the Park Information Window. This will show what land around your park has construction rights for sale. Construction rights allow you to build either above or below the land in question. You'll often find that you can purchase land separated from your main park by a section of land for which you can only purchase construction rights.

Remember that construction rights let you build both above and below the land, so take advantage of tunneled walkways as well as elevated ones.

TIP

Land and construction rights cost plenty of money. Make sure you can afford enough land or rights not only for the ride you want to place or expand, but also for a queue and footpaths as well. If you can't buy land or construction rights to expand your park, start thinking vertically.





18

Beating the Odds...and the Scenarios

We can break down the scenarios included in the *RollerCoaster Tycoon* game, *CorkScrew Follies*, and *Loopy Landscapes* into two simple categories: those with pre-built parks, and those that start from a chunk of empty land.

A Couple of Things to Remember

While each scenario differs slightly from the others, you can follow several general guidelines that apply to all of them.

First, despite how your scenario starts, always begin by setting your Research and Development funding to maximum. This gets you all the rides, shops, and attractions the scenario has to offer more quickly than you would if you relied on normal funding. As discussed in the Research and Development section, maximum funding guarantees roughly one new development per month, and at \$400 a month, you can manage the expense. After all, it will pay you back as the new rides and attractions draw more people into your park.

Scenario missions come in two forms: those that ask for a specific number of guests by a specific date, and those that ask for specific Park Value by a specific date. Each scenario comes with certain restrictions as well, such as no advertising, no building above the treetops, and numerous others.

All scenarios that ask for a number of guests will also ask for a Park Rating of at least 600. But you can safely assume that unless you raised the ground in front of your exit, you need a Park Value at or above 600 to draw anywhere near the number of guests to meet your goal. After all, they already entered your park, so you must be doing something right.

If your goal centers around the number of guests in your park, you can get around the rules slightly by keeping all your costs extremely low—just enough to cover expenses and no more. In your final year, drop your admission charge completely if you haven't already done so, then advertise the heck out of your park to bring those final guests inside.

Finally, toward the end of your three years, tear down all your Gentle and Thrill Rides and replace them with new models of the same rides. This will drive up interest in the rides once again, drawing scads of new people into your park.



If your goal requires a certain Park Value, pay close attention to your financial report. Break down all of your income and expenditures and tweak them so you can stay in the black. And remember to pay off your loan!

Finally, straight out of the starting gate, check to see if you can buy land around your park for later expansion. While you most likely won't have the money to expand until your second year of business, you should know about the expansion possibilities ahead of time. You don't want to start building that Roller Coaster later, only to find out you can't fit it inside the boundaries of your park, and you can't buy any new land. Keep your expansion prospects in the back of your mind until you need them.

On last reminder on the topic of expansion: Don't worry if you get a small plot of land with little or no room to move out on the surface. You can always tunnel or build upward.

Pre-built Parks

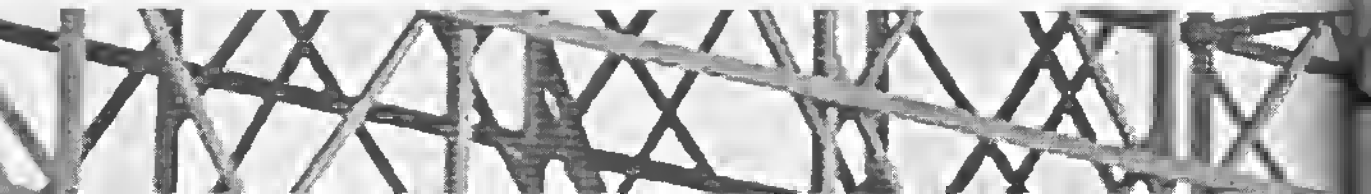
Despite what you may think, the prior owners of these parks usually leave things in a bad state. A quick check with the Ride/Attraction button in the main toolbar usually reveals that the former management emphasized rides, most often at the expense of Food Stalls, Bathrooms, and employees. You can check all of these with the Ride Information and the Employee buttons on the main toolbar.

Your best bet: Use these buttons as soon as you open your scenario. Otherwise, you'll start building along merrily in a premade park, then your guests will begin to complain incessantly about the lack of Bathrooms and food, and the disgusting state of the park in general.

You should also get an immediate handle on both the admission price and the prices guests pay to ride your rides. Just because a park came with a scenario doesn't mean you can assume it works well. You'll find this especially true with Ivory Towers,



Dinky Park comes with rides and no Handymen when you assume control.



a badly vandalized park with litter and vomit all around. Another clunker: Fiasco Forest in *CorkScrew Follies*, a park filled with dangerous or non-working rides.

When you start a new scenario, take a quick survey of the ages and Reliability of the rides in your park by using the Ride Information button. Ideally, they should all work quite well, but every now and then you'll find a real loser of a ride mixed in with your other winners.

Starting From Scratch

When you start with nothing but barren ground, it pays and pays and pays to think ahead. Once a bare-bones scenario opens up, don't just jump in and begin building foot-paths and rides. Use the “-” button on the main toolbar to get an idea about the lay of the land and roughly figure what you can fit where. You don't have to stick by this plan, of course, but a little foresight never hurts, especially when you plan big.

Aside from that, there's really not much more to tell you regarding start-up parks. Have at it and have fun getting those guests in your gates!



Reliability of the rides in a completed Thunderstorm Park. Even after Year Three, the reliability remains high due to replacement and maintenance.



Trinity Islands comes as is—three islands, bridges, and no park.



Beating the Scenario

If you meet the goals set by the *RollerCoaster Tycoon* game scenarios, you'll get a special treat when your deadline rolls around. Your guests will stop where they are, look up at you (a rather creepy feeling), and give you a hearty round of applause, letting go of any balloons they may hold. While this will give you a warm feeling inside, it could also make your wallet tingle, because all of those guests must now buy new balloons.

Once the scenario ends and the applause has faded, you can enter your name for the list of scenarios that opens when you select New Game at the beginning of the *RollerCoaster Tycoon* game. The next time you start a new game, you will have another scenario to choose from, no matter which scenario you completed. For example, solving Funtopia in *CorkScrew Follies* opens the next scenario after the five starter scenarios, Haunted Harbor. You don't have to solve all five before the next scenario on the list opens.





19

The Scenarios

A Sure-Fire, Generic, Scenario-Winning Strategy

Every scenario is a bit different and requires its own tweaks and quirks, and as you play the *RollerCoaster Tycoon* game, *CorkScrew Follies*, and *Loopy Landscapes* you'll surely come up with your own global strategy. But for starters, here's a simple approach that should get you through most of the scenarios without a scratch:

- Set your admission price around \$15 (the *RollerCoaster Tycoon* game and *CorkScrew Follies* only)
- Maximize Research and Development funding
- Place plenty of Gentle and Thrill Rides, making them all free
- Build one Roller Coaster and keep it free, too
- Hire many (10+) Handymen and Mechanics
- Build an Information Kiosk just inside your Entrance, and then scatter Shops & Food Stalls around your park

These provisions should be enough to get your park humming along.

The RollerCoaster Tycoon Game Scenarios

Forest Frontiers

Objective: 250 guests and a Park Rating of 600 by the end of Year 1.

Select a pre-made Roller Coaster from the choices available and place it near the park's middle. Advertise the Roller Coaster for at least four weeks. Set Research and Development to maximum, and uncheck all but the Shops and Stalls option to get your Information Kiosk up and running as soon as possible. Add a couple of Thrill Rides near your Roller Coaster, along with two Handymen to clean up messes—make sure they're not watering plants or mowing the lawn. Add Food Stalls, benches, Bathrooms, and trashcans. Add one Mechanic and one Security Guard. Advertise the park.



Dynamite Dunes

Objective: 650 guests and a Park Rating of 600 by the end of Year 3.

Maximize Research and Development. Add two Mechanics, three Handymen, and two Security Guards. Set your patrol area for one of the Mechanics around the Roller Coaster—it will require repairs soon. Add plenty of Bathrooms, Food Stalls, benches, and trashcans along the pathways. Add a large Roller Coaster to the park, preferably to the rear and left from the park's entrance. Advertise the park and add more Handymen as attendance increases. Add Thrill Rides near your Roller Coasters and gentler rides closer to the exit. Utilize the Egyptian Theme as soon as your R&D department gives it to you. Continue adding rides and expand your park, buying land as needed. Utilize pre-made Roller Coasters to keep things easy.

Leafy Lake

Objective: 500 guests and a Park Rating of 600 by the end of Year 3.

Either build quickly, or remove pathway sections to prevent guests from wandering off and becoming lost. Build a couple of Thrill Rides and a Roller Coaster—remember to use the lake to your advantage and build the entire Roller Coaster in the lake if you'd like. Add Handymen and Mechanics—Security Guards only if you've left all the pathways intact. Add Food Stalls, Bathrooms, a few benches, and trashcans. Continue to add rides, and expand the back of your park into the area over the hill. Try not to level anything; the hills are perfect for Roller Coaster placement or construction. Add workers as needed, and establish plenty of activities in the back of the lake to occupy the guests on their long walk.

Diamond Heights

Objective: Park Value of at least \$20,000 by the end of Year 3.

You've got quite a park already, so increase the admission to \$20. Continue to monitor the admission price of the park and your rides to maintain an increasing Park Value. Place a Drink Stall early, then Information Kiosks, Food Stalls, and Bathrooms to your park in both areas with the highest traffic flow and at the entrance; the park's layout can get guests lost quickly. Hire four Handymen to patrol the footpaths near intense rides, hire two more Mechanics, two more Security Guards, and two Entertainers to work the biggest lines. As time progresses, add a ride or two, utilizing the space over the water—perfect for a Shuttle Loop or other Roller Coaster. Add a few more Food Stalls and Bathrooms as guests ask for them, and add a Drink Stall early.



Evergreen Gardens

Objective: 1,000 guests and a Park Rating of 600 by the end of Year 4.

Remove pathway sections to prevent guests from wandering off and becoming lost. Cut the park area roughly in half in this manner, then proceed to build a small park. Build Thrill Rides, Gentle Rides and a small Roller Coaster in the available land. Add Food Stalls, Bathrooms, and most importantly, Information Kiosks. If you have the money, begin building a Monorail system that will eventually run in a complete circuit around the park. No later than the end of Year 2, open the remainder of the park and build a large Roller Coaster over the water. Continue to fill in areas with rides and stalls, but be sure to work within the landscaping as best you can—it helps to attract guests. Add workers as needed, keeping them in well-defined Patrol Areas. By July of Year 3, advertise your park for the remainder of the scenario.

Bumbly Beach

Objective: 750 guests and a Park Rating of 600 by the end of Year 2.

Add two Bathrooms to the park, along with four Food Stalls, some benches, and trashcans. You've got a great Roller Coaster, so add a couple of Thrill Rides and a Gentle Ride before adding another. Add Mechanics and Handymen as needed. Introduce Security Guards only if you spot vandalism or if guests complain. Bump the admission up, and continue to add new rides as they become available. No land is available to buy, so build with one eye toward the future. Add a Steel Mini Roller Coaster when it becomes available, and add spinning cars when they become available. Add a Water Ride as soon as it is available, and add a few more Food Stalls and Information Kiosks—your park will have many rides packed together rather tightly.

Trinity Islands

Objective: 750 guests and a Park Rating of 600 by the end of Year 3.

Build a Steel Mini Roller Coaster on the second island and save the lagoon between the three islands for a larger Roller Coaster. Add Food Stalls, Bathrooms, benches, and trashcans throughout the park. Add Thrill Rides and Gentle Rides on the islands, and a Go-Kart track over the water works well. As larger Roller Coasters become available, build one in the central lagoon and put a Boat Hire nearby. Don't worry too much about digging or Transport Rides; this scenario is rather easy to win with good ride placement.



Katie's World/Dreamland

Objective: Park Value of at least \$15,000 by the end of Year 3.

Emphasize indoor rides and attractions throughout; this scenario is extremely rainy. Add Bathrooms, Food Stalls, and benches along with four of all types of employees. Start small with Thrill Rides in the entrance end of the park and expand farther into the park as money permits. Hold off on a Roller Coaster because The Storm keeps your guests happy for a long time. As money permits, begin buying land between The Storm's two arms, but try not to remove any trees from along its track. Market The Storm and the park as time and money permit. Try not to add another Roller Coaster before the beginning of Year 2.

Dinky Park

Objective: Park Value of at least \$10,000 by the end of Year 2.

This scenario is tough. Start by buying construction rights that allow you to build over the road and onto the land on the other side. Because you're working with a very small area, this scenario forces you to exercise those ride-building skills—build a wooden Roller Coaster on the land you bought. Hire one of every worker, and place two Food Stalls and two Bathrooms in convenient locations for your guests. If money permits, try to build a second Roller Coaster inside the original park, but don't build more than two, which could cause overcrowding problems. Advertise your Roller Coasters. Replace older rides with new ones as your R&D team gives them to you.

Aqua Park/White Water Park

Objective: 900 guests and a Park Rating of at least 600 by the end of Year 3.

Add four Mechanics, five Handymen on footpath duty, and two Security Guards. Put in Food Stalls, Bathrooms, and two Information Kiosks. Add a Steel Mini Roller Coaster to begin, and add new Roller Coasters as they are added to your selection. Advertise your park on and off for the three years at four-week intervals, and add Handymen to keep the park looking clean.



Millennium Mines

Objective: 800 guests and a Park Rating of at least 600 by the end of Year 3.

Add five of each employee type, keeping Handymen to the footpaths in assigned Patrol Areas. Add Food Stalls, Bathrooms, benches, and trashcans. Build an additional Roller Coaster and use the land's contours to your advantage when building rides. Advertise your park and offer half-price food throughout the scenario, leading up to a marketing blitz by July of Year 3.

Karts and Coasters

Objective: 1,000 guests and a Park Rating of at least 600 by the end of Year 3.

Add four Handymen on footpath-only patrols, add two Security Guards and clean up any vandalism you spot. Add Food Stalls, Bathrooms, and benches. Add new Roller Coasters and lower your admission price slightly on both the park and the rides; good values attract guests. Remember that with more guests, more employees are needed. Advertise nearly constantly during Year 3.

Mel's World

Objective: 1,200 guests and a Park Rating of at least 600 by the end of Year 3.

Add Information Kiosks and three Handymen, and three Mechanics quickly. Add Thrill Rides followed by Gentle Rides, and then, as money permits, new Roller Coasters. Keep a close eye on advertising; you'll need it in Year 3 to push over the 1,200-guest threshold.

Mothball Mountain/Mystic Mountain

Objective: 800 guests and a Park Rating of at least 600 by the end of Year 3.

Add Food Stalls and Bathrooms before guests start complaining. Add at least four of all classes of employees except Entertainers. Keep an eye out for vandalism; bored guests will quickly begin to break benches. Add new rides as they become available, paying special attention to adding custom Roller Coasters around existing rides. Advertise during Year 3 if your guests are below 600 by July.



Pacific Pyramids

Objective: 1,000 guests and a Park Rating of at least 600 by the end of Year 3.

This is another guest-count scenario, not much different from the others. Add Bathrooms, Food Stalls, benches, and Information Kiosks around the park. Continue to build on the rides of the park, adding only the newest rides as they become available. Don't be afraid to reduce your admission price on rides and the park.

Crumbly Woods

Objective: 1,200 guests and a Park Rating to at least 600 by the end of Year 3.

Add two Bathrooms in the park, and then hire at least five Mechanics and reduce the inspection time on the rides to 10 minutes. As money permits, start a campaign to replace all older rides with newer rides to drive up your Park Rating and attract more guests. Advertise either one of every two new rides, or advertise the entire park after you've added three new rides.

Big Pier/Paradise Pier

Objective: 600 guests and a Park Rating of at least 600 by the end of Year 2.

Work with the water in your park as you add new rides. Add Bathrooms, Food Stalls, and at least four of all employee types except Entertainers. Watch for vandalism and add Security Guards as needed. Advertise the park in Year 2.

Lightning Peaks

Objective: 900 guests and a Park Rating of at least 600 by the end of Year 3.

Alter landscape to help rides fit a little better, focusing on Thrill Rides to suit your guests' tastes. Add Food Stalls, an Information Kiosk inside your entrance, 5 of all employees, and Bathrooms. Advertise as needed in Year 3.

Ivory Towers

Objective: 1,000 guests and a Park Rating of at least 600 by the end of Year 3.

Hire at least 10 Handymen to clean up the mess in the park. Yuck. Add Bathrooms, Food Stalls, trashcans, and Information Kiosks. Add a few more Gentle and Thrill Rides to get potential guests interested in your park again. Advertise in Year 3.



Rainbow Valley

Objective: 1,000 guests and a Park Rating of at least 600 by the end of Year 3.

First become familiar with the layout; your one stipulation is that you can't remove any trees. Add Food Stalls, Bathrooms, and Information Kiosks. Add Gentle and Thrill Rides around the park's perimeter. Add 5 of each employee except Entertainers. Advertise and replace older rides with new models of the same during Year 3.

Thunder Rock

Objective: 900 guests and a Park Rating of at least 600 by the end of Year 4.

Add Food Stalls, 5 of each Employee except Entertainers, and Bathrooms throughout the park. Add Information Kiosks. As you add rides, consider building inside the mountain, because space is somewhat limited. Advertise the park in Year 3.

Mega Park

Objective: Have fun.

Build all those rides you've always wanted to try!

CorkScrew Follies Scenarios

Whispering Cliffs

Objective: Park Value of \$17,000 by the end of Year 3.

Build Roller Coasters at both ends of the park to draw crowds, and fill in the space between with Gentle and Thrill Rides as well as Food Stalls and shops. Use the cliffs as natural drops for your other rides. Keep tunneling to a minimum; it's costly.

Three Monkeys

Objective: 1,400 guests and a Park Rating of at least 600 by the end of Year 3.

Build around the triple Roller Coaster in the park, surrounding it with gentle and Thrill Rides. Add Roller Coasters behind the triple. Add Food Stalls, Bathrooms, benches, and Employees as needed.



Canary Mines

Objective: 1,300 guests and a Park Rating of at least 600 by the end of Year 3.

Use tunneling to your advantage to make rides more popular. A Ghost Train will do well when tunneled into the cliffs.

Barony Bridge

Objective: 1,200 guests and a Park Rating of at least 600 by the end of Year 3.

Build up the park in quarters by using rides with small footprints and avoiding too many rides requiring large platforms built under them. Utilize towers and Whoa Bellys because they give bigger performances for their footprint size. Like sections with elevated footpaths and elevated Food Stalls, place Bathrooms and shops along the paths rather than in a food court.

Funtopia

Objective: 1,400 guests and a Park Rating of at least 600 by the end of Year 3.

Add lots of rides with high popularity and excitement. The park will support at least two more Roller Coasters behind the pre-existing one. Add a Transport Ride to move people across the highway. Advertise during Year 3.

Haunted Harbor

Objective: 1,200 guests and a Park Rating of at least 600 by the end of Year 3.

Build around the Woodpecker and the Ghost Train; ordinances won't allow you to tear them down. Assign a Mechanic to patrol both as soon as possible. From there, add Gentle and Thrill Rides to attract those guests. Advertise during Year 3.

Fun Fortress

Objective: 1,300 guests and a Park Rating of at least 600 by the end of Year 3.

Within the castle, add at least one Roller Coaster a year, as well as Thrill Rides. Rides that get guests up and looking over the walls will have high Excitement Ratings and draw more people into the park. Advertise during Year 3.



Future World

Objective: 1,500 guests and a Park Rating of at least 600 by the end of Year 3.

Build sections of the park in quarters, using the craters and keeping the theme. Build Thrill Rides and Roller Coasters around the Monorail. Focus on Roller Coasters; they attract the most guests as they're built. In Year 3, tear down your older Gentle and Thrill Rides and replace them with the same types of new rides to draw in the crowds. Advertise during Year 3.

Gentle Glen

Objective: 1,200 guests and a Park Rating of at least 600 by the end of Year 3.

Keep it gentle—your guests won't tolerate much more than three Thrill Rides. Build many exciting Gentle Rides throughout the park. Add Food Stalls, Bathrooms, and employees. Advertise heavily during Year 3.

Jolly Jungle

Objective: 1,600 guests and a Park Rating of at least 600 by the end of Year 3.

Build slowly, putting one or two main pathways through the jungle and branching footpaths off of those. Build plenty of Roller Coasters; you must attract a huge number of guests. Add some Entertainers along with your regular employees. Keep those guests happy!

Hydro Hills

Objective: Park Value of at least \$20,000 by the end of Year 3.

Build up one lake at a time. Avoid tunneling or costly rides because these will deplete your Park Value. Towers and Whoa Bellys do well here. Add Food Stalls and shops plus a few Entertainers along with the regulars.

Sprightly Park

Objective: 1,500 guests and a Park Rating of at least 600 by the end of Year 3.

Don't worry about the \$250,000 loan. Hire several Mechanics to check on the aging rides, and tear down any whose reliability is under 45 percent. Add more Handymen and benches, along with Food Stalls and Bathrooms. Advertise during Year 3.



Magic Quarters

Objective: Park Value of at least \$30,000 by the end of Year 4.

Build slowly and in quarters. Keep your park centralized around the castle. Hire several entertainers, build at least two Roller Coasters, and keep all your rides well maintained. Place Food Stalls, shops, and Bathrooms throughout the park. Hire several Entertainers.

Fruit Farm

Objective: 1,000 guests and a Park Rating of at least 600 by the end of Year 2.

Close off areas of the park for at least three months as you build your initial rides. Add a station or two to the train and develop areas of the park from there. Stick mainly to thrill and Gentle Rides. Advertise heavily during Year 2.

Butterfly Dam

Objective: 1,400 guests and a Park Rating of at least 600 by the end of Year 3.

As with Whispering Cliffs, build attention-grabbing rides on each side of the park with Thrill and Gentle Rides between them. Add a few Information Kiosks; the narrowness of the park will confuse some guests. Use the view to your advantage and strategically place Ferris Wheels and towers along the dam's edges. Advertise during Year 3.

Roller Coaster Canyon

Objective: 1,200 guests and a Park Rating of at least 600 by the end of Year 3.

Use the canyon's terrain to your advantage, and don't be afraid to tunnel. Add at least one Roller Coaster a year along with Thrill Rides and a minimal number of Gentle Rides. Advertise during Year 3.

Thunderstorm Park

Objective: 1,400 guests and a Park Rating of at least 600 by the end of Year 3.

Build popular rides inside the pyramid. Include Food Stalls, shops, and most importantly, Information Kiosks; several guests will get lost without them. Advertise during Year 3.



Harmonic Hills

Objective: 1,200 guests and a Park Rating of at least 600 by the end of Year 3.

Keep everything below the tops of the trees, as specified by the city's ordinance, by going underground. Stick with Thrill Rides on the surface and add a minimal number of Gentle Rides, aside from a gentle or Transport Ride. Advertise during Year 3.

Roman Village

Objective: 1,500 guests and a Park Rating of at least 600 by the end of Year 3.

Stay in the theme and build at least one Roller Coaster each year. Fill in with Thrill Rides and other large-capacity rides. Add Food Stalls, shops, and Bathrooms, along with benches, trashcans, and all classes of employees.

Swamp Cove

Objective: 1,500 guests and a Park Rating of at least 600 by the end of Year 3.

Build around the Roller Coasters you've been given, adding Thrill and Gentle Rides. The Roller Coasters should be enough to draw crowds, but you can add one by Year 2. Add Food Stalls, employees, and Bathrooms throughout the park. Advertise heavily during Year 3.

Adrenaline Heights

Objective: 1,600 guests and a Park Rating of at least 600 by the end of Year 3.

Add rides with high Intensity and Excitement Ratings, because these are what your guests want. Try to add two Roller Coasters a year along with your Thrill Rides. Add Food Stalls, Bathrooms, and benches near ride exits. Hire plenty of Handymen and Mechanics to keep the park clean and the rides working. Replace all your Thrill Rides early in Year 3 with new versions of the same rides.

Utopia

Objective: 1,400 guests and a Park Rating of at least 600 by the end of Year 3.

Add popular rides as soon as possible—at least two Roller Coasters. Add plenty of Food Stalls, Bathrooms, Thrill and Gentle Rides as time progresses, and at least four Handymen and Mechanics a year. Advertise heavily during Year 3.



Rotting Heights

Objective: 1,200 guests and a Park Rating of at least 600 by the end of Year 3.

Hire at least 10 Handymen and set them to sweeping paths only. Let them clean for a month before you open the park to guests. Demolish and recycle old, exposed ride parts, but retain tunneled segments. Replace the Ferris Wheel and other Gentle and Thrill Rides. Hire Mechanics, then open the park. Hire at least seven Security Guards and Entertainers. Advertise during Year 3.

Fiasco Forest

Objective: 900 guests and a Park Rating of at least 600 by the end of Year 1.

Close the Water Slide and fix it first. Bank the curves on Whiplash, put an exit on Dynamite Run, and fix the ride so that the trains have enough speed to make it up the hills. Rescue guests lost by Dynamite Run's exit, and build Information Kiosks. Continue to sniff out bad rides from there, and tweak them until they work. Advertise the park heavily; you've got only 1 year to meet your goals.

Pickle Park

Objective: 1,400 guests and a Park Rating of at least 600 by the end of Year 3.

Roller Coasters! You can't advertise, so you must build plenty of popular rides. Build at least three Roller Coasters within your three-year period, and keep your guests very happy by having an adequate number of Food Stalls, Bathrooms, shops, and benches. Hire Security Guards and Entertainers from the outset to prevent your Park Rating from dipping.

Giggle Downs

Objective: 1,250 guests and a Park Rating of at least 600 by the end of Year 2.

Add Food Stalls, Bathrooms, and employees. Put in Thrill Rides and Gentle Rides and add a Roller Coaster by July of Year 1. Advertise during Year 2.



Mineral Park

Objective: Park Value of at least \$10,000 by the end of Year 2.

Use the terrain to your advantage, but try not to tunnel excessively because it costs loads of money. Add lots of Thrill Rides and at least two Roller Coasters, then keep them well maintained. Hire Entertainers. Advertise during Year 2.

Urban Park

Objective: 1,000 guests and a Park Rating of at least 600 by the end of Year 3.

Expand down the street by using an elevated footpath and then build a "second" park at the end of the street, emphasizing vertical rides. Add Food Stalls and Bathrooms along the elevated footpath, and assign Handymen to patrol it. Be sure to have plenty of benches for guests making the long haul, and add Security Guards and Entertainers to prevent vandalism. Advertise heavily during Year 3.

Geoffrey Gardens

Objective: 2,000 guests and a Park Rating of at least 600 by the end of Year 3.

Roller Coasters, Roller Coasters, Roller Coasters! Attract the maximum number of guests possible with popular, high-excitement rides, and advertise nearly constantly. Build slowly, but with an eye on the calendar. Add Food Stalls, Bathrooms, and employees as needed.

Coaster Crazy

Objective: Build ten Roller Coasters from scratch, each with an excitement rating of at least 6.00.

Apply everything you've learned so far in the *RollerCoaster Tycoon* game and *CorkScrew Follies* and have fun!



Loopy Landscapes Scenarios

In addition to the challenging terrain, *Loopy Landscapes'* parks have no admission price. They're all free—forcing you to make money solely from the park's attractions.

Iceberg Island

Objective: Host 1,250 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

Begin by placing low-cost Thrill Rides on the two accessible icebergs and eventually expand to the other islands using footpaths. Consider expanding Chair Lift service to the other islands as well. To keep your Park Rating high, make sure your Handymen and Security Guards don't neglect the numerous subterranean paths. Launch an aggressive marketing campaign in the final year if attendance is down.

Volcania

Objective: Finish building all five of the partially built Roller Coasters in the park, designing them to achieve Excitement Ratings of at least 6.70 each.

All five coasters are off to a good start; you just need to finish them. Tunnel in and out of the volcano to boost the Excitement Ratings. Also mesh all five rides together, creating the illusion of impending collision. Finally, use plenty of theme objects to fine tune the rating. Reference chapter 16 for more tips.

Arid Heights

Objective: Host 2,000 guests and don't let the Park Rating drop below 700 at any time.

Here's your chance to build your dream park! Because there's no money in this scenario, all you have to do is worry about the park's rating and attendance. Begin by taking out the first footpath tile leading into the park; this keeps guests out until you're ready. Develop the park in stages beginning with the front. Consider using a unique theme for each stage and open them after construction is entirely complete. Hire plenty of Employees to keep everything in pristine condition. Also, plan on building at least one major transport ride to help cover the immense landscape.



Razor Rocks

Objective: Have 10 different Roller Coasters operating, each with an Excitement Rating of at least 6.00.

Concentrate on building your coasters in and around the 10 different rock structures. Use plenty of tunneling and theme objects to boost the Excitement Ratings. Begin with small, cheap coasters until you can afford the bigger ones.

Crater Lake

Objective: Host 1,300 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

Although the entire park is filled with water, the lake is quite shallow and presents few construction difficulties. However, you may need to raise land to place theme objects. Use the water to your advantage by offering a variety of water rides and appropriate themes. Provide plenty of attractions and well-manicured pathways to achieve the final attendance and rating goal.

Vertigo Views

Objective: Achieve a monthly income from Ride Tickets of at least \$8,000.

The park's existing coaster provides a good base at the start of this scenario. Augment the park with many other rides, such as Roller Coasters to achieve your goal. Begin by building low-cost rides to slowly increase your profits and attendance. Next, build several mid-size coasters. Use your land sparingly because it disappears quickly, especially as Roller Coasters fill the landscape. Keep your Mechanics busy inspecting rides on a regular basis; a reliable ride is a profitable ride.

Big Pier 2

Objective: Host 1,200 guests and attain a Park Rating of at least 600 by the end of October, Year Two.

You have a little over a year to boost the park's attendance by more than 700 guests. Immediately hire more Handymen and Mechanics to patrol the various paths and rides. Keep marketing campaigns going throughout the scenario and build new rides as funds become available. Build at least two more coasters to bolster attendance.



Dragon's Cove

Objective: Finish building all five of the partially built Roller Coasters in the park, designing them to achieve Excitement Ratings of at least 6.60 each.

This scenario is similar to Volcania. However, each coaster's close proximity makes this scenario rather difficult. Build outward on Roller Coasters 4 and 5 while concentrating on more centralized designs for the remaining three coasters. Avoid building high pieces of track over the beach area to reduce construction costs.

Good Knight Park

Objective: Host 1,200 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

The Castle portion of this park dominates most of the available land. Consider knocking out some redundant walls to make room for more rides. Although it's costly, you can build over the water surrounding the island. A decent transport ride could also help guests maneuver the uneven terrain.

Wacky Warren

Objective: Achieve a monthly income from Ride Tickets of at least \$9,000.

This large park starts with two mid-sized Roller Coasters. As you did in Vertigo Views, start small and eventually build up, using Roller Coasters as your primary source of revenue.

Grand Glacier

Objective: Host 1,500 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

This scenario is deceptively challenging considering you're starting from scratch with only \$10,000. Instead of starting out small, begin by constructing a large Roller Coaster to attract people quickly. Borrow more money from the bank if needed. Supplement your coaster with several other low-cost rides. As soon as possible, build another coaster and keep expanding the park while launching aggressive marketing campaigns in the final year.



Crazy Craters

Objective: Host 2,000 guests and don't let the Park Rating drop below 700 at any time.

This scenario is similar to Arid Heights. Follow the same plan by starting off small and gradually building outward in stages. The first few weeks can be tough, so waste no time putting down rides and scenery. Because the Financial menu is unavailable, so are the marketing campaigns. However, the park's attendance rises as you add more and more attractions.

Dusty Desert

Objective: Finish building all five of the partially built Roller Coasters, designing them to achieve Excitement Ratings of at least 7.00 each.

Achieving a 7.00 Excitement Rating can be tough, especially in such a sparse environment. Fortunately, there's a little room to tunnel underground. Make your steep drops dip underground and quickly emerge to the surface. Also, use as many special track elements as you can afford. Finally, throw in some theme objects and even some water.

Woodworm Park

Objective: Host 1,600 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

The park's relatively small size makes this scenario particularly challenging. Build as many attractions as quickly as possible. Begin with a large coaster but use your space wisely; building it on the lake near the entrance isn't a bad idea. Pack the empty spaces with Thrill Rides. In Year Three, run every marketing campaign you can afford.

Icarus Park

Objective: Achieve a monthly income from Ride Tickets of at least \$10,000.

There's no time limit, so take it slow. Consider building a couple of huge coasters. Although these may cost quite a bit to construct, you can also justify higher than average ticket prices. Popular Thrill Rides are also a good source of revenue. Research and build as many as possible.



Sunny Swamps

Objective: Host 1,600 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

The existing coaster provides a good source of revenue to help get things started. Build several Thrill Rides along the pathways leading to the coaster's entrance. Close off redundant paths until you're ready to use them. Also, hire Employees—there aren't any at the beginning.

Frightmare Hills

Objective: Host 1,500 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

At \$4.50 a ticket, the Frightmare coaster would provide a good base income if it weren't so intense. Surround it with lower intensity rides and hope that some guests build up the courage to ride the large coaster. If you're up to a challenge, try modifying it to make it less intense.

Thunder Rocks

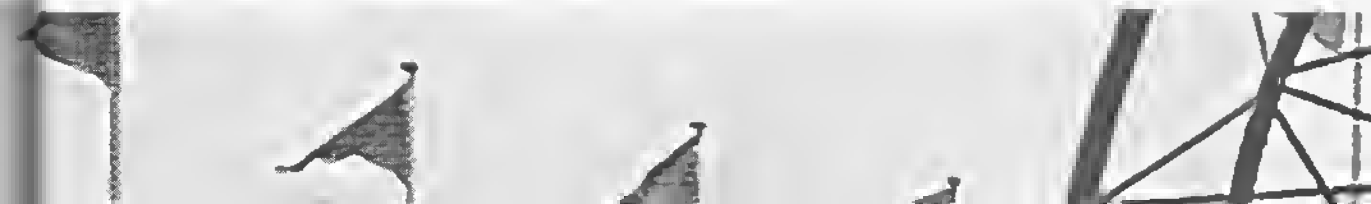
Objective: Host 1,500 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

Connect the two large rocks with elevated pathways and a second Chair Lift. The vertical coaster gets some guests to the other side, but those unwilling to take the intense ride will be stranded. Concentrate on building rides on top of the rocks as opposed to tunneling inside.

Octagon Park

Objective: Have 10 different types of Roller Coasters operating, each with a minimum length of 3,937 ft. and an Excitement Rating of at least 7.00.

This scenario really tests your ability to make great coasters. Although the available space in the park looks pretty large, use the space conservatively to fit 10 large coasters inside. Steel Coasters and variations are the best at providing high excitement within a relatively confined space. Use wide Banked Curves and Banked Helix track elements to increase the length of the ride. The park also has plenty of opportunity for tunneling.



Pleasure Island

Objective: Have 10 different types of Roller Coasters operating, each with an Excitement Rating of at least 6.00.

Constructing 10 coasters on this small sliver of land looks impossible, but if you keep things tight, it can be done. Wooden Crazy Rodent coasters are best for keeping everything relatively confined and exciting. Building the Crazy Vole satisfies one of your requirements immediately. Be aware that you can build above-ground structures (such as supports) over a few tiles just outside the park's property.

Ice World

Objective: Host 2,500 guests and don't let the Park Rating drop below 700 at any time.

Although money isn't a problem, the initial lack of available rides makes this a tough scenario. With the exception of Scrambled Eggs, there are no other Thrill Rides. Therefore, build a variety of coasters and Gentle Rides to compensate. Place plenty of Employees and theme objects on the grounds to boost the Park Rating.

Southern Sands

Objective: Host 2,300 guests and attain a Park Rating of at least 600 by the end of October, Year Four.

With two coasters and a competent transport system already in place, this park is off to a good start. But build quickly to meet the attendance deadline in four years. Begin by developing the front of the park and areas around the Monorail stations. Also, consider building a fifth underground Monorail station near the park's entrance. This helps spread your guests around the park much faster.

Tiny Towers

Objective: Finish building all five of the partially built Roller Coasters, designing them to achieve Excitement Ratings of at least 6.40 each.

Due to the park's low elevation, these coasters must be built almost entirely above-ground. Begin with the Wooden Coaster (Roller Coaster 2) and build toward the left corner of the park's entrance. Keep the construction within the confines of that one corner. With that coaster out of the way, the remaining ones are a bit more versatile.



Nevermore Park

Objective: Have 10 different types of Roller Coasters operating, each with a minimum length of 4,593 ft. and an Excitement Rating of at least 7.00.

One giant Roller Coaster is already built, leaving you with only nine to build. You could bisect the existing coaster to create two separate ones, but this can cost quite a bit and you gain only one more coaster. Start with cheap coasters (such as Crazy Rodent and Steel Wild Mouse Coasters) and use tunneling and theme objects to boost the Excitement Rating. Work your way up to bigger, more-expensive coasters as money rolls in.

Pacifica

Objective: Achieve a monthly income from Ride Tickets of at least \$8,000.

Not only is the entire island yours to build on, so is a large portion of the water surrounding it. Develop the park slowly, but leave room for high-profit Roller Coasters.

Urban Jungle

Objective: Host 1,200 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

The skyscraper in the middle of the park may look like a hindrance, but use it to your advantage. Tunnel in and out of its surface with Roller Coasters and Water Rides. Save money by not tunneling too deep. The path leading to the tower at the top of the building can quickly tire out your guests. Consider building a free transport ride to the top or removing the tower altogether; the lost profits are negligible.

Terror Town

Objective: Have 10 different types of Roller Coasters operating with Excitement Ratings of at least 6.00.

Compared with other scenarios, this one is pretty straightforward. Start with small cheap coasters and work your way up. Complement the park's scenery with objects from Urban Themeing section.



Megaworld Park

Objective: Host 3,500 guests and don't let the Park Rating drop below 700 at any time.

Just boost the park's attendance by about 1,400 guests. Unfortunately you can't reach this goal by simply advertising, because the Financial menu is unavailable. Instead, expand the park slowly by squeezing more rides into the cramped landscape. Try building a few rides underground. The park is already running well by itself, but pay attention to problem areas and hire more Employees as needed to keep the Park Rating above 700.

Venus World

Objective: Host 1,600 guests and attain a Park Rating of at least 600 by the end of October, Year Four.

As you would in any attendance-based scenario, open with a large attraction (Roller Coaster) and supplement it with several smaller rides. Add new Roller Coasters as money becomes available. Research some Water Rides to use the park's large water areas. If needed, increase marketing efforts in the last year.

Micro Park

Objective: Achieve a Park Value of at least \$10,000 by the end of October, Year Three.

Due to depreciation, Park Value always dips as time progresses. For the first two years, run small, cheap rides to build up your profits. Around the end of August in Year Three, start building an expensive Roller Coaster. If needed, demolish some of your smaller rides to make room. See chapter 13 for more info on how Park Value is calculated.

Real Parks Scenarios

Real Parks scenarios are modeled after actual theme parks in the UK and Germany. Everything, from the scenery to the ride names, reflects its real-life counterpart.



Alton Towers

Objectives: Host 2,500 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

The goals are already met when you start the scenario, you simply have to maintain the numbers. Add more scenery and Employees to give the Park Rating a boost. Feel free to add more rides as well. This scenario provides some unique ideas that you may want to duplicate in your future parks.

Heide-Park

Objectives: Host 2,500 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

Increase this park's attendance by about 500 guests in a three-year time span through marketing or by adding a few more rides.

Blackpool Pleasure Beach

Objectives: Host 3,500 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

Again, you need to increase park attendance by about 500 guests. Hire some Security Guards to discourage vandalism, while launching a moderate advertising campaign.

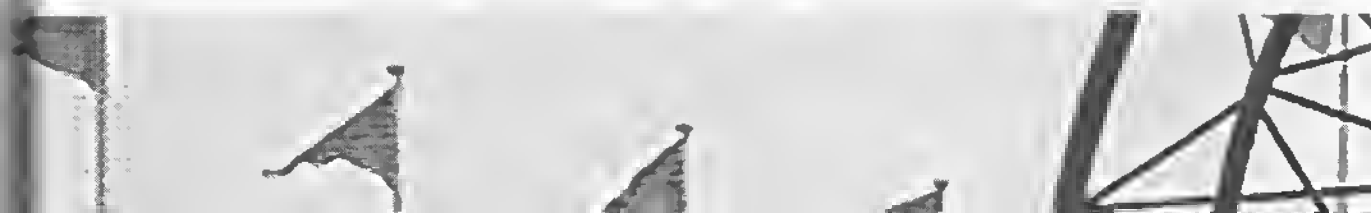
Extra Scenario

Fort Anachronism

Fort Anachronism was originally a special bonus scenario offered on the Official *Roller Coaster Tycoon* web site. The scenario is now included with the *Loopy Landscapes* expansion pak.

Objectives: Host 1,250 guests and attain a Park Rating of at least 600 by the end of October, Year Three.

Begin by raising park admission to \$10. Then hire several Handymen to patrol the various pathways. Once the park is well maintained and money is rolling in, start adding rides.





20

Troubleshooting

My Park Rating is slipping/stinks!

Time to take an overall look at your park and everything inside it; Park Rating takes nearly everything into account. First check the Messages button in the main toolbar to see what your guests have been complaining about lately. Scroll back a few weeks if nothing attracts your attention or seems that serious.

If you can't find anything in Messages, it's time to start asking your guests. Start with the guests' thoughts in the main Guest Information window, and go from there. All in all, work to keep your guests excited and happy, whatever that may take.

I'm losing money!

Look at your Income versus your Expenditures in the Financial Information window. While the lists of numbers may look daunting, simply see each number for what it is: money coming in or money going out. Identify the key areas where you see money going out—overdone ride construction, excessive landscaping, and so forth—and compare those with money coming in, which may end up being insufficient park or ride admission prices.

Armed with the information learned from the Expenditures and Income data, go back into your park and stop the money leak.

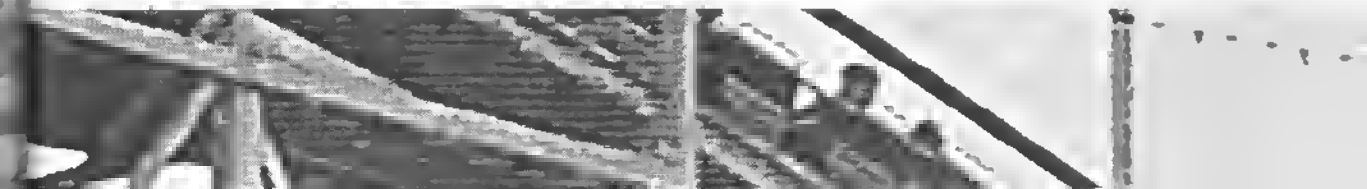
My Park Value stinks!

Are your rides becoming old and unreliable? Replace old, old rides with newer models and continue to add to your park with new scenery, shops, and rides. Remember, Park Value is based on the worth of what's inside your park. Take a look around and make some changes.

No one will ride the rides I've built!

Take another look at the Measurements and Test Data tab in your Ride Information window. Remember, high excitement is good—it actually gets people on the rides. Very high or extreme intensity on a ride is bad; it keeps all guests except those with the strongest constitutions from riding.

Also, under the Income and Costs, and Customers tabs, check your admission price to the ride and your guests recent thoughts about the ride, respectively. If an abundance of customers think they're not going to pay too much to ride a particular



ride, lower the price immediately. If they think that the ride's just not exciting...back to the drawing board with it.

No one is riding my custom Roller Coasters!

Check the guidelines in Chapter 16 for what constitutes a good Roller Coaster design again. Remember, use brakes judiciously, especially when going into curves after hills, and whenever you can, bank your curves to cut down on lateral g's.

Heck, no one is riding my rides *period!*

Again, check the admission price you are charging guests and compare that with guests' thoughts. Remember that it's only human nature for guests to shun a ride where people have died. Give them a couple of months to walk in fear of it before they return.

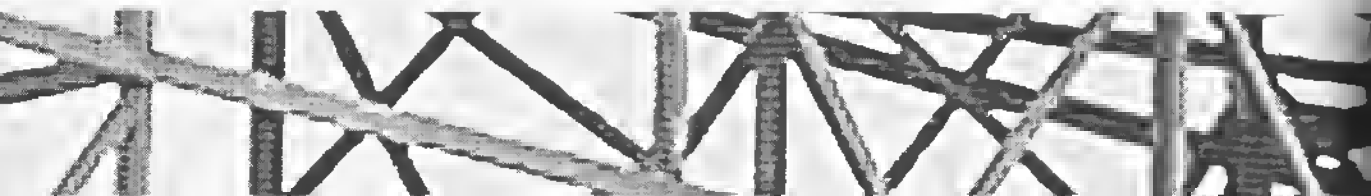
The rides I build keep crashing!

Under the Camera tab of the Ride Information window, select to view car or train 1 and then click the yellow light to do a test run to figure out where your cars are crashing. When the ride crashes, check the Operations Options tab to discover just why it crashed.

Some rides, such as Water Slides without closed tunnels on hilltops, will be easy to fix. Others, such as Coasters with major design flaws, will be tougher to fix. Remember to have your mechanics inspect your rides frequently!

My paths are filthy, and guests are complaining!

Hire more Handymen. If you've already got a bunch, check them out by clicking on them individually in the main Employees window. If your Handymen aren't being particularly handy, double check their assignments—they shouldn't be moving any



lawns or watering plants if your park is in a moderately rainy climate. If all those aren't a problem, then you just need more Handymen specifically assigned to sweep the footpaths. Give them a Patrol Area that includes the problem spots, and don't be afraid to double up.

My guests are getting lost!

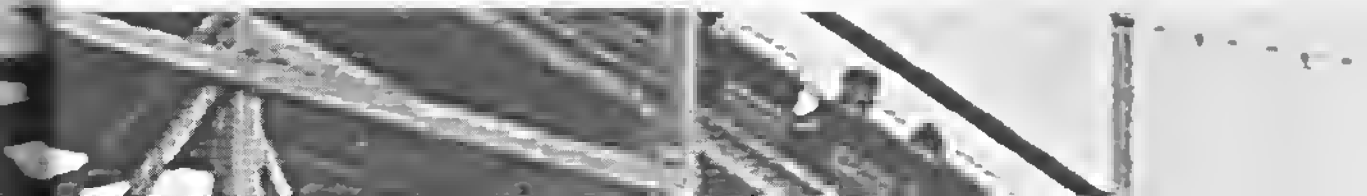
Build more Information Kiosks and take a close look at your network of footpaths. Are you taking guests the long way around when there's a shorter possibility? Remember, nice gardens and lovely forests are nice to look at from above, but your guests are at best aesthetics-neutral, so they'll see a long path first, pretty flowers second. Balance your landscaping with economy of path-walking for your guests.


Guests are complaining that my admission price is too cheap!

Although it's hard to see this as a problem, simply raise your price, and don't be afraid to *really* raise it. If your guests don't like the new price, either they'll tell you or you'll win the Worst Value Park in the Country award. Either way, you'll find out what constitutes a fair price and what's highway robbery.

Vandals are attacking my park's benches!

Then your guests aren't happy. Check the Guest Information window to see what their thoughts and major complaints are and work to fix them first. Secondly, hire Security Guards to patrol long stretches of pathways in your parks. Finally, consider hiring an Entertainer or two to patrol barren areas of pathways as well.





21

The Cost of Playing

In this chapter, you'll find the prices for every item you can buy in the *RollerCoaster Tycoon* game, *CorkScrew Follies*, and *Loopy Landscapes*. Use these values to gauge how much you want to spend on different aspects of your park.

You'll also find a couple of cool "cheats," and information about online resources for the *RollerCoaster Tycoon* game, in the pages that follow. Have fun!

Trees

NAME	COST
Cedar of Lebanon	\$38
Aleppo Pine	\$18
Scots Pine	\$36
Montezuma Pine	\$27
Corsican Pine	\$30
Black Poplar	\$20
White Poplar	\$17
Aspen	\$11
Magnolia	\$12
Weeping Willow	\$14
Silver Birch	\$21
Voss's Laburnum	\$18
Incense Cedar	\$30
Lawson Cypress	\$21
Monterey Cypress	\$25
Hallan Cypress	\$25
Golden Hinoki Cypress	\$20

NAME	COST
Arizona Cypress	\$20
Hiba	\$17
Common Juniper	\$10
Meyer's Blue Juniper	\$8
Caucasian Fir	\$23
Red Fir (smaller)	\$18
Red Fir	\$27
European Larch	\$26
Lombardy Poplar	\$21
Common Yew	\$17
Walnut	\$18
Common Oak	\$25
Camperdown Elm	\$15
Norway Spruce	\$20
Honey Locust	\$28
Chinese Cedar	\$21
Fruit Trees	\$14

(*CorkScrew Follies* and *Loopy Landscapes* only)



Shrubs and Bushes

NAME	COST
Bush	\$5-\$6
Shrub	\$5-\$6
Small Tree	\$7-\$9
Ornamental Tree	\$6-\$8
Topiary	\$7-\$10
Bullrush	\$6
Hedge	\$5
Conifer Hedge	\$6

Tropical and Desert Trees

NAME	COST
Palm Tree	\$16
Monkey Puzzle	\$27
Cabbage Tree	\$20
Canary Palm	\$18
Cactus	\$9-\$11
Large Palm	\$21

Lamps, Benches, LitterBins, etc.

NAME	COST
Street Lamp	\$4-\$5
Bench	\$5
Litter Bin	\$3
Banner Sign	\$25
<i>(CorkScrew Follies and Loopy Landscapes only)</i>	

Walls and Fences

NAME	COST
Mesh Fence	\$4
Fence	\$4
Wooden Fence	\$4
Railing	\$5
Brick Wall	\$5
Stone Wall	\$5
Hedge	\$5
Conifer Hedge	\$6

Statues and Fountains

NAME	COST
Giraffe Statue	\$12
Unicorn Statue	\$12
Horse Statue	\$18
Horseman Statue	\$20
Dolphin Statue	\$21
Geometric Fountain	\$50
Dolphin Fountain	\$57
Elephant Fountain	\$55
Fountain, over water	\$55
<i>(CorkScrew Follies and Loopy Landscapes only)</i>	

Gardens

NAME	COST
Large Flower Beds	\$12-\$13
Small Flower Beds	\$4
<i>(CorkScrew Follies and Loopy Landscapes only)</i>	
Landscaped Flower Beds	\$13
<i>(CorkScrew Follies and Loopy Landscapes only)</i>	



Roman Theme

NAME	COST
Roman Temple	\$62
Roman Column	\$11
Roman Statue	\$20
Column Wall	\$6
Cupid Fountain	\$65
Roman Colosseum	\$200
Roman Wall	\$5
Banner Sign	\$30

Egyptian Theme

NAME	COST
Pyramid	\$350
Statue	\$20
Sphinx	\$190
Colonnade	\$120
Egyptian Column	\$8
Cleopatra's Needle	\$12
Ruined Statue	\$5
Stone Block	\$5
Egyptian Wall	\$5
Lamp	\$5
Banner Sign	\$30

Martian Theme

NAME	COST
Martian Building	\$175
Martian Object	\$15-\$50
Lamp	\$6
Volcano	\$250
Martian Wall	\$6

Mine Theme

NAME	COST
Mine Shaft	\$175
Mine Hut	\$100
Broken Wheel	\$5
Wheel	\$6
Barrel	\$4
Logs	\$4
Junk	\$6
Banner Sign	\$30

Snow and Ice Theme

NAME	COST
Log Cabin	\$23
Snowman	\$12
Igloo	\$11
Ice Palace	\$165
Jumping Snowballs	\$25
Caucasian Fir	\$23
Red Fir	\$18-\$27
Norway Spruce	\$20
Snowball	\$15
Giant Snowflake	\$10
Fence	\$4
Wooden Fence	\$4
Wooden Post Wall	\$4
Banner Sign	\$30
Slide	\$330
Space Rings	\$288
Circus Show	\$500



Medieval Theme

NAME	COST
Castle Tower	\$38–\$150
Castle Wall	\$6–\$10
Cannon	\$11
Target	\$9
Wooden Fence	\$4
Tent	\$30
House	\$28–\$35

Space Theme

NAME	COST
Space Rocket	\$175
Space Capsule	\$18–\$70
Satellite	\$140
Sculpture	\$11–\$16
House	\$27
Building	\$29
Tree	\$21–\$27
Banner Sign	\$30

Urban Theme

NAME	COST
Town Hall	\$165
Office Block	\$220
Tenement	\$85
House	\$130–\$145
Gas Station	\$110
Terraced House	\$140

Creepy Theme

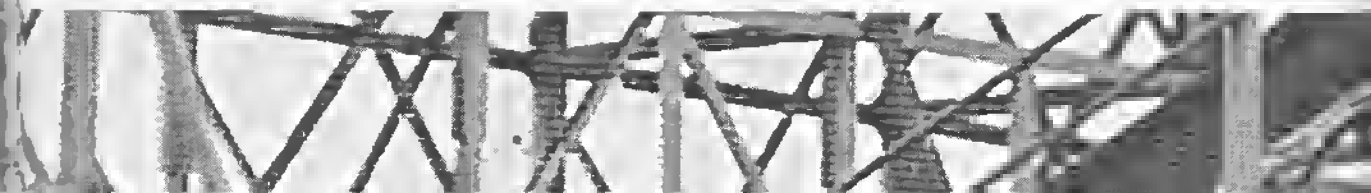
NAME	COST
Pumpkin	\$32
Giant Pumpkin	\$115
Cauldron	\$9
Swamp Goo	\$30
Skull	\$35
Statue	\$30–\$38
Wall	\$5
Wall with Gate	\$6
Tree	\$16–\$26

Pagoda Theme

NAME	COST
Pagoda	\$140
House	\$24–\$65
Gong	\$10
Building	\$25
Lily	\$5
Banner Sign	\$30
Tree	\$10–\$22
Statue	\$12

Jurassic Theme

NAME	COST
Dinosaur	\$20–\$40
Bone	\$5–\$11
Wooden Fence	\$5
Tall Wooden Fence	\$6
Bone Fence	\$5
Banner Sign	\$30



Spooky Theme

NAME	COST
Graveyard Monument	\$8–\$14
Dead Tree	\$10
Grave Stone	\$4
Skeleton	\$55

Wonderland Theme

NAME	COST
House	\$27
Pumpkin House	\$3
Toadstool (small)	\$5
Toadstool (large)	\$13–\$14
Candy Tree	\$10–\$15
Candy	\$6
Pawn	\$5
Knight	\$5
Bishop	\$5
Rook	\$5
Queen	\$5
King	\$5
Playing Card Wall	\$5

Jungle Theme

NAME	COST
Bush	\$10
Tree	\$17–\$29
Plant	\$18–\$25
Wooden Post Wall	\$4
Banner Sign	\$30

Abstract Theme

NAME	COST
Geometric Sculpture	\$16–\$18
Glass Wall	\$6

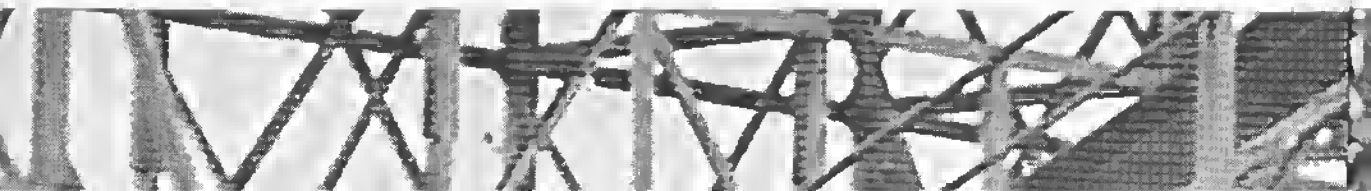


Shops, Stalls, and Bathrooms

NAME	COST
Burger Bar	\$300
Cotton Candy	\$250
Pizza Stall	\$275
Ice Cream	\$250
Popcorn	\$250
Fries	\$300
Drink	\$225
Information Kiosk	\$250
Souvenir Stand	\$210
Balloon	\$200
Bathroom	\$200
Hot Dog	\$290
(CorkScrew Follies and Loopy Landscapes only)	
Candy Apple	\$245
(CorkScrew Follies and Loopy Landscapes only)	
Exotic Seafood	\$325
(CorkScrew Follies and Loopy Landscapes only)	
Hats	\$250
Fried Chicken	\$260
(Loopy Landscapes only)	
Coffee	\$250
(Loopy Landscapes only)	
Lemonade	\$210
(Loopy Landscapes only)	
Donuts	\$262
(Loopy Landscapes only)	
T-Shirts	\$255
(Loopy Landscapes only)	

Gentle Rides

NAME	COST
Bumper Cars	\$440
Car Ride	\$540+
Ferris Wheel	\$450
Haunted House	\$340
Hedge House	\$216+
Merry-Go-Round	\$460
Observation Tower	\$592+
(CorkScrew Follies and Loopy Landscapes only)	
Crooked House	\$250
(CorkScrew Follies and Loopy Landscapes only)	
Cycle Railway	\$450+
(CorkScrew Follies and Loopy Landscapes only)	
Mini Golf	\$740+
(CorkScrew Follies and Loopy Landscapes only)	
Flying Saucers	\$560
(CorkScrew Follies and Loopy Landscapes only)	
Cycle Monorail	\$540+
(CorkScrew Follies and Loopy Landscapes only)	



Thrill Rides

NAME	COST
3D Cinema	\$560
Go-Karts	\$920+
Gravitron	\$580
Motion Simulator	\$440
Scrambled Eggs	\$360
Swinging Ship	\$387
Swinging Inverter	\$424
Whoa Belly	\$800
Roto Drop	\$880+
(Corkscrew Follies and Loopy Landscapes only)	
The Enterprise	\$800
(Loopy Landscapes only)	

Water Rides

NAME	COST
Boat Hire	\$205+
Log Flume	\$1,320
River Rapids	\$1,840
Water Slide	\$1,200
River Ride	\$1,260
(Corkscrew Follies and Loopy Landscapes only)	
Jet Skis	\$205
(Loopy Landscapes only)	
Raft Ride	\$900
(Loopy Landscapes only)	
Water Coaster	\$1,640
(Loopy Landscapes only)	

RollerCoaster Tycoon Roller Coasters

NAME	COST
Bobsled Roller Coaster	\$2,700
Inverted Roller Coaster	\$4,100
Mine Train Roller Coaster	\$3,050
Single Rail Roller Coaster	\$1,680
Steel Mini Roller Coaster	\$1,320
Steel Roller Coaster	\$3,350
Stand-Up Steel Roller Coaster	\$3,750
Steel CorkScrew Roller Coaster	\$3,900
Suspended Roller Coaster	\$3,550
Suspended Single Rail Roller Coaster	\$1,800
Wooden Crazy Rodent Roller Coaster	\$1,480
Wooden Roller Coaster	\$2,800
Vertical Roller Coaster	\$3,780
Reverse Whoa Belly	\$6,750

Corkscrew Follies Roller Coasters

NAME	COST
Wooden Side-Friction Roller Coaster	\$1,517
Wooden Twister Roller Coaster	\$2,800
Steel Twister Roller Coaster	\$4,950
Virginia Reel	\$9,75
Steel Wild Mouse Roller Coaster	\$1,640
Wooden Reverser Roller Coaster	\$1,517
Heartline Twister Roller Coaster	\$3,030

Loopy Landscapes Roller Coasters

NAME	COST
Suspended Wild Mouse Cars	\$2,000
Suspended Looping Coaster	\$3,750
Air Powered Vertical Coaster	\$6,750



Cheats and Easter Eggs in RollerCoaster Tycoon

Bad news first—there are no cheats for the *RollerCoaster Tycoon* game, *CorkScrew Follies*, or *Loopy Landscapes*.

There are however, a few guest-name-related Easter Eggs tossed into the games. Name your guests the following for some neat surprises:

- Katie Brayshaw: Guest stops and waves at other guests.
- Chris Sawyer: Guest snaps photos of everyone and everything in your park.
- Simon Foster: Guest paints pictures of your park.
- John Wardley: Guest will constantly think "wow."
- Melanie Warn: Guest will be very happy, stay in your park for an extended period, go on more rides and buy more food and souvenirs than an average guest.
- Damon Hill: Guest will drive twice as fast as others on Go-Karts.

RollerCoaster Tycoon Online

Since the debut of the *RollerCoaster Tycoon* game, hundreds of fans have set up websites devoted to the game. Many contain saved games available for download, and new coasters and scenarios.

To download saved games, just aim the file to the Saved Games folder in your *RollerCoaster Tycoon* folder, and it will be available to you the next time you load a game from the initial screen.

Downloading saved coasters or scenarios is just as easy—download the files into the Tracks or Scenarios folder, respectively. All will be available to you the next time you start the game.

Cool RollerCoaster Tycoon Websites

Be sure to check out the sites below for tracks, scenarios and saved games.

- www.rollercoastertycoon.com—the Official *RollerCoaster Tycoon* website. Contains tips from Chris Sawyer, ride exchanges, official downloads, and the latest game news.
- <http://www.strategyplanet.com/rctuk/index.shtml>—a good UK based site with plenty of downloads and news.
- <http://www.tycoonresource.com/rct/>—a great resource for various user created coasters and parks. The site also has a discussion board and several program utilities and trainers.

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Build the mega-coaster

you've always
dreamed of!



Covers **CORKSCREW FOLLIES**
and **LOOPY LANDSCAPES**
Expansion Packs!



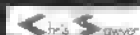
- ★ Tips on beating 86 scenarios
- ★ Statistics on every available Ride and Coaster
- ★ Detailed explanation of your park finances
- ★ Lists of all available scenery and themes, and when to use them
- ★ Tricks for maximizing the efficiency of your employees
- ★ Ways to ensure that your guests have fun

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Matt Brady
David Knight



Based on
a game
rated "E"
by the
ESRB.



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